PLAYSTATION 2 MAGAZINE

PS2

PLAYING PS2 LONGER, HARDER, FASTER

ISSUE 59 ■ MAG+DVD+TIPS BOOK ■ £3.99

DEVIL MAY CRY 3
LATEST CODE BUSTED INSIDE!

FIFA STREET
FOUR-ON-FOUR FOOTY ACTION!

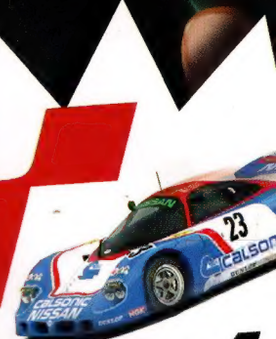
BE A PSP EXPERT!
Play games, DVDs, MP3s...
Know everything NOW!

REVIEWED!
PROJECT: SNOWBLIND
Meet the bio-modfather

FIRST PLAY!
LEGO: STAR WARS
More powerful than you could possibly imagine...

TIMESPLITTERS
FUTURE PERFECT

Is 'Splitters still the ultimate FPS?
WORLD EXCLUSIVE REVIEW!



GRAN TURISMO® 4
THE REAL DRIVING SIMULATOR
Driven to destruction in the FIRST UK review!

future publishing
Media with passion
MARCH 2005
£3.99
03
9 771471 496050
gamesradar.com

BEYOND THE LIMITS OF MANKIND

PROJECT: SNOWBLIND

"...the best equipped FPS ever made?"
- OPM2

"Ace-looking first-person shooter."
- OXM

"Stunning looking rampage of carnage and destruction".
- CVG

"...one pure adrenaline rush of a game."
- PSW

XBOX GAMER STAR GAME

16+ TM
www.pegi.info

PlayStation 2 XBOX XBOX LIVE ONLINE ENABLED

www.projectsnowblind.com

PC DVD ROM ONLINE BROADBAND ONLY CRYSTAL DYNAMICS eidos

Project: Snowblind © 2004 Eidos. Developed by Crystal Dynamics, Inc. Published by Eidos, Project: Snowblind, the Project: Snowblind logo, Eidos and the Eidos logo, Crystal Dynamics and the Crystal Dynamics logo are all trademarks of the Eidos Group of Companies. All other trademarks are the property of their respective owners. All rights reserved. Project: Snowblind was not developed and is not endorsed by Snowblind Studios, Inc. There is no connection whatsoever between Project: Snowblind and Snowblind Studios, Inc. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. All rights reserved. " " and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.

GRAN TURISMO® 4

THE REAL DRIVING SIMULATOR

26

The best racer *ever* returns – offline, after damaging delays. PSM2's *eight page* roadtest reveals if it still leads the pack...

THIS MONTH YOU NEED TO READ...

GTA ON PSP

ROCKSTAR LEAK TRUTH

The hottest game on the planet squeezes onto Sony's handheld – PSM2 dishes the latest rumours and hard truth.

12

TIMESPLITTERS 3

FUTURE PERFECT REVIEWED

After disappointing early code, find out if EA's shooter delivers in our exclusive review.

48

SNOWBLIND

SNOWBLIND VERDICT

Eidos' rival to *Splitters 3* – can the *Deus Ex*-inspired shooter spark a belated white Christmas? We take it apart.

64

PSP: FIRST REVIEWS

PSP LAUNCH GAMES PLAYTESTED

All the games you'll be playing on the bus tested to their limits – and some shock UK news.

78

YOU NEED TO WATCH...

ISSUE 59'S FREE DVD

GT4 IN MOTION AND THE INTRO MOVIE TO FFXII

Two of 2005's hottest new games exposed for your game-hungry eyes. Watch *GT4* burn your retinas and then bathe them with the astonishing hi-res intro movie to the new *Final Fantasy*.

07

Conte

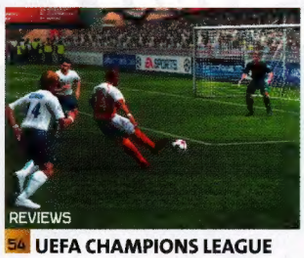
PLAYING PLAYSTATION 2, LONGER, HARDER, FASTER

26

REVIEW

GRAN TURISMO 4

★ The greatest racing series ever makes our eyes water with delight.



REVIEWS

54 **UEFA CHAMPIONS LEAGUE**

HANDS-ON

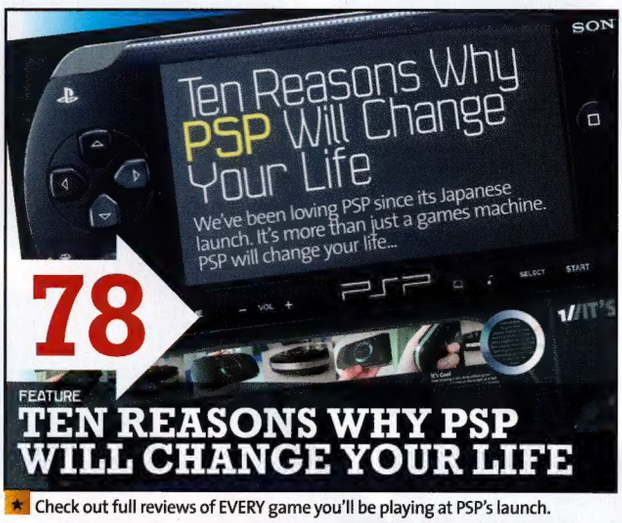
40 **DEVIL MAY CRY 3**

REVIEWS

58 **SAMURAI WARRIORS**

REVIEWS

58 **RUMBLE ROSES**


Ten Reasons Why PSP Will Change Your Life
We've been loving PSP since its Japanese launch. It's more than just a games machine. PSP will change your life...

78

FEATURE

TEN REASONS WHY PSP WILL CHANGE YOUR LIFE

★ Check out full reviews of EVERY game you'll be playing at PSP's launch.

REVIEWS

60 **LEGEND OF KAY**

HANDS-ON

44 **FIFA STREET**

REVIEWS

62 **SNK VS CAPCOM: SVC CHAOS**

ACCELERATOR

12 **GTA PSP**

REGULARS

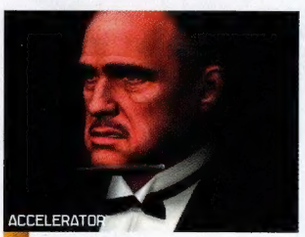
76 **DVD REVIEWS**

REGULARS

106 **PRO DOJO**

REVIEWS

68 **NEO CONTRA**



ACCELERATOR

14 **THE GODFATHER**

ACCELERATOR

16 **COLIN MCRAE PSP**

REVIEWS

71 **MEGAMAN X8**

48

REVIEW

TIMESPLITTERS: FUTURE PERFECT

★ It's the future –but is it perfect? Bust over to our six-page review to find out.

REVIEWS

70 **NANO BREAKER**

REVIEWS

71 **FIGHT CLUB**

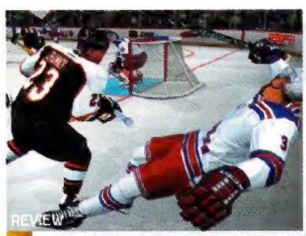
nts

INSIDE THIS ISSUE!

40 FULL SPECTRUM WARRIORS

18 CONNERY + EA = <SIGH>

20 PES LEAGUE 2005



72 ESPN NHL 2K5

★ Keep playing with yourself and you'll go *Snowblind*. Ho ho. Anyone?

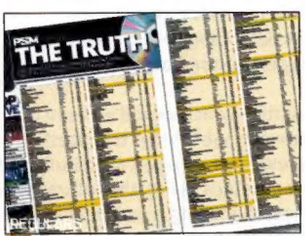
114 LAST LAUGH

8 LETTERS

72 ESPN NFL 2K5

★ It could be the surprise hit of the year – get Legoed up and use that force.

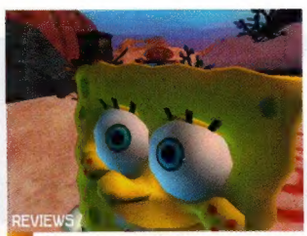
100 GTA: SA TIPS



88 THE TRUTH

94 THE INCREDIBLES

42 MERCURY



74 SPONGEBOB SQUAREPANTS

EVERYTHING IN THIS ISSUE...

ACCELERATOR

Grand Theft Auto hits PSP pg12
See the first shots of The Godfather pg14
Colin McRae and TOCA 2 on PSP pg16
From Russia With Love – first look pg18
Tomb Raider 7 revealed! (Or not) pg18
Pro Evolution Soccer League 2005 kicks off pg20

HANDS-ON

Lego Star Wars pg36
Devil May Cry 3 ..... pg40
Full Spectrum Warrior pg41
Fight Night Round 2 ..... pg41
Mercury PSP pg42
FIFA Street pg44

REVIEWS

Gran Turismo 4 ..... pg26
Timesplitters 3 ..... pg48
UEFA Champions League 2005 ..... pg54
Samurai Warriors: Extreme Legends pg56
Rumble Roses pg58
Legend of Kay pg60
SNK Vs Capcom: SVC Chaos pg62
Project Snowblind pg64
Neo Contra pg68
Nano Breaker pg70
Mega Man X8 ..... pg71
Fight Club pg71
ESPN NFL 2K5 ..... pg72
ESPN NHL 2K5 ..... pg72
The SpongeBob Squarepants Movie pg74

DVD REVIEWS

Collateral pg80
The Bourne Supremacy pg81
Catwoman pg81
The Punisher pg81
Animania pg81

PRO TIPS

Call of Duty: Finest Hour pg90
Ace Combat 5 ..... pg90
Ape Escape pg90
The Lord of The Rings: The Third Age pg90
Mercenaries pg90
NBA Live 2005 ..... pg90
Neo Contra pg90
Outlaw Golf 2 ..... pg91
NFL Street 2 ..... pg91
Sega Superstars pg91
Sonic Mega Collection Plus pg91
The Incredibles pg94
Grand Theft Auto: San Andreas pg100

FEATURE

10 Reasons Why PSP Will Change Your Life pg78

REGULARS

On the DVD pg6
Letters pg8
Subscriptions pg21
Reviews Intro pg46
The Truth pg86
Pro Dojo pg106
Back Issues pg108
Next Month pg110
Last Laugh pg114

PLAYSTATION 2 MAGAZINE

PSM2

PSM2, Future Publishing, 30 Monmouth Street, Bath BA1 2BW
Email: PSM2@FUTURENET.CO.UK
Tel: 01225 788157 • Fax: 01225 446019

PLAYING PSP...

Editor Daniel 'On The Bus' Griffiths
Art Editor Milf 'In The Bath' Coppock
Deputy Editor Daniel 'On A Snowboard' Dawkins
Production Editor David 'In A Sunny Field' Cook
Deputy Art Editor Stephanie 'In Confusion' Peat
Staff Writer Nathan 'In The Priory' Irvine
Staff Writer Andrew 'In Isolation' Kelly

Contributors Steve Williams, Marcus Hawkins, Richard Cobbett, Stephen Daultrey, Joel Snape, Chris Day, James White, Sarah Kennett

ADVERTISING

Call: 01225 442244
Head of Sales Clare Williamson
Advertising Manager Clair Raithby

DISPLAY ADVERTISING:
Group Account Manager Scott Longstaff
Account Managers Liz Dennys, Anne Mead-Green, Jane Geddes, Dan Robinson
Senior Sales Executive Andrew Church

CLASSIFIED ADVERTISING:
Senior Advertising Executive Chris Thom
Sales Executive Ben Pearson

PRODUCTION

Production Manager Rose Griffiths
Snr Production Coordinator Lee Thomas
Commercial Buyer Colin Polis
Colour Scanning Mark Gover, Jason Titley, Simon Windsor

EXECUTIVE STAFF

Chief Executive Greg Ingham
Managing Director Rob Price
Group Finance Director John Bowman
Group Publisher Mia Roberts
Editorial Director Jim Douglas
G's Up: Ho's Down Mike Goldsmith

SUBSCRIPTIONS

PSM2
FREEPOST BS4900, Somerton, Somerset, TA11 6BR
Email: subs@futurenet.co.uk
Customer Order Line 01458 271184
Customer Services 01225 822510

Overseas Licensing Enquiries Simon Wear
Email: simon.wear@futurenet.co.uk
Tel: (0)1225 442244 • Fax: (0)1225 732384
Printed in the UK by Wyndeham Heron
Distributed by Marketforce (UK) Ltd, 5th Floor, Low Rise Building, Kings Reach Tower, Stamford Street, London, SE1 9LS. Tel 020 7633 3300

© Future Publishing Ltd 2005

All contributions submitted to PSM2 are accepted on the basis of non-exclusive worldwide license to publish or license others to do so, unless otherwise agreed in advance. PSM2 recognises all copyrights and trademarks. Where possible, we acknowledge the copyright holder. Please contact us if we haven't credited your copyright and we'll correct any oversight. PSM2 is an independent PlayStation 2 magazine in no way authorised, sponsored or endorsed by SCEE or the Sony corporation. PlayStation, PlayStation 2 and PS2 are registered trademarks of Sony Computer Entertainment Europe Limited.

Future Publishing Ltd. is part of The Future Network plc.

The Future Network produces carefully targeted specialist magazines for people who share a passion. We aim to satisfy that passion by creating titles offering value for money, reliable information, smart buying advice and which are a pleasure to read. Today we publish more than 100 magazines in the UK, US, France and Italy. Over 100 international editions of our magazines are also published in 30 other countries across the world. De blah de blah de blah de blah de blah de blah de blah.

gamesradar.com

future publishing

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

Tel +44 1225 442244
www.thefuturenetwork.plc.uk
Bath London Los Angeles Milan New York Paris San Francisco

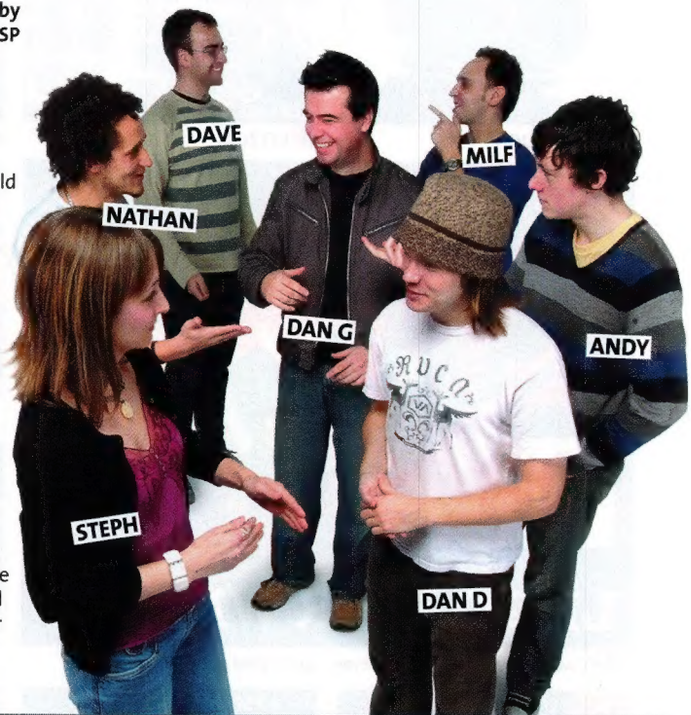
THE FUTURE'S BRIGHT. THE FUTURE'S PORTABLE. THE FUTURE'S PERFECT?

If Sony's PSP promotional images can be believed, come the machine's release we'll all be padding around sterile, plexiglass railway terminals wearing pastel fashionwear and playing PSP. And we'll all be achingly beautiful Tokyo-based models earning six figure incomes. Perhaps. But until then, we'll have to make do with the prospect of legitimately avoiding eye contact on the bus/tube/train by playing the superb *Ridge Racers* – get the verdict in our PSP feature on pg78 – buoyed by an unconfirmed, but potentially great, development.

Bad news first – we don't think PSP's going to hit the UK until April. It's almost February as we write, and Sony *still* haven't announced a concrete price or release date. Why? This is the good bit. While PSP stock is – so we're told – due to be restricted to 200,000 odd machines and sold for £150+, it'll come packed with a hidden surprise – stackloads of extra memory. We're not sure if it'll be on a huge removable memory stick or internal chip but the upshot's this – PSP will be able to store enough MP3 songs to rival iPod. The technology already exists. We've moved our previously iTunes exclusive Office Anthems Compilation V2.1 (inoffensively bland deadline music) onto our Japanese PSP. Same goes for DVD footage. We've put movies from this month's disk onto our beloved PSP using a simple USB cable and piece of piss Mac/PC program. Tech-expert Editor, Dan G reveals all the voodoo on pg78.

Future Perfect? Not quite – which would've been a fitting, but possibly too honest, subtitle for the latest *TimeSplitters*, exclusively reviewed on pg48. Mercifully, the much delayed *Gran Turismo 4* stops being 'the future' and becomes 'the present' on pg26, making a welcome bid for glory in PSM2's games room as we speak.

What with the gleeful *Star Wars Lego* – a joyous, and thematically convenient, reminder of times past – we can barely contain ourselves. Which is where the problems of a pastel-only future society come in. If you'll excuse us, we have to run over to Ken Kutaragi's bungalow and use his new PSP laundromat peripheral. **The PSM2 Team**



PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

ON THIS MONTH'S PSM2 DVD...

GRAN TURISMO 4

Do not adjust your eyes. It really does look this good.

MERCENARIES

Activision's free-roamer gets the PSM2 review treatment.

LATEST

Just in! The very latest gaming vids

GRAN TURISMO 4

- THE GODFATHER
- PILOT DOWN
- FINAL FANTASY XII
- OKAMI
- MONSTER HUNTER
- COLIN MCRAE RALLY ON PSP

HANDS ON

Exclusive footage from all the hot new games

PSP FIRST LINE UP

- DEVIL MAY CRY 3
- TIMESPLITTERS: FUTURE PERFECT
- ENTHUSIA
- GRAN TURISMO 4
- DRAGON QUEST VIII
- AREA 51
- DEATH BY DEGREES
- FIGHT NIGHT ROUND 2
- NARC
- CONSTANTINE
- CONSPIRACY: WEAPONS OF MASS DESTRUCTION
- ALTERED BEAST
- KING OF FIGHTERS: MAXIMUM IMPACT
- CAPCOM VS SNK: SVC CHAOS
- KESSEN 3
- EYETOY MONKEY MANIA
- SUIKODEN IV
- ESPN NHL
- ESPN NFL
- NFL STREET 2
- MAGNA CARTA

REVIEWS

Reviews for new PS2 games with commentary

MERCENARIES

- VIEWTIFUL JOE 2
- NANOBREAKER
- CAPCOM FIGHTING JAM
- SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS
- RUMBLE ROSES
- MEGAMAN X8
- SAMURAI WARRIORS XTREME LEGENDS

SPECIAL

New gameplay footage from Snake Eater...

- METAL GEAR SOLID 3: SNAKE EATER

HOW IT WORKS

■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

■ Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

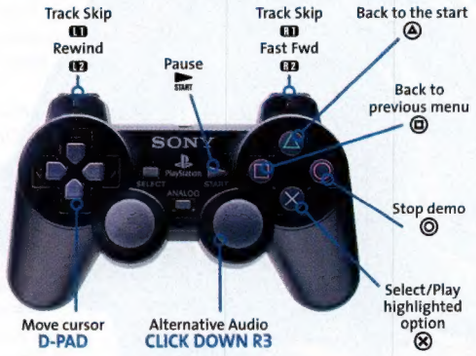
■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R3 to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

■ Dojo: Your winning runs on your favourite games. Check page 106 for details.

DVD NAVIGATION



EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.

RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.

CREDITS: Find out who does what. And give them credit for it.

COMING NEXT MONTH!

■ We're always striving to deliver the maximum volume and quality we can to our readers. From next month we'll be featuring YOUR successful runs on your favourite games. See the Pro Dojo on page 106 for info on how to get involved.

Letters

QUOTE OF THE MONTH: "WON'T GAMES RUN SMOOTHLY WITHOUT THE RIGHT FRIDGE?"

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► **EMAIL:** psm2@futurenet.co.uk – subject line 'Letters'

► **WRITE TO:** Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the prattle commence!

A MADMAN'S FANTASIES: "WE'VE BEEN OVER-RUN BY ALIENS. GAMERS – TAKE THEM ALL OUT!"

► **Dear PSM2,**

Imagine the world has just been over-run by aliens. What's the world to do? Then it came to me, invite every gamer to an emergency conference. This is how the world leaders would start their speech. "Gamers of the world, you are here today to defend your planet. Evil green, brain eating, console-attacking, slimeballs have attacked and we need you to take them out. Here is your brief.

"*GTA* players, steal their vehicles and throw molotovs through their windows. Anyone who has not completed the mission 'Burning Desire' – GO HOME!

"*Metal Gear* players, sabotage their Big Robotic Metal Gears. Those with long white hair – GO HOME.

"*Burnout* players, drive any *GTA* players that have been clever enough to find the two-player mode towards the green slime while they shoot out the windows using the SMG. Any *Burnout* player owning *4x4 Evolution 2* – GO HOME.

"*Star Wars: Starfighter* pilots take your X-wings and tear down the green mother ship. Anyone who's found to be neglecting the force – GO HOME.

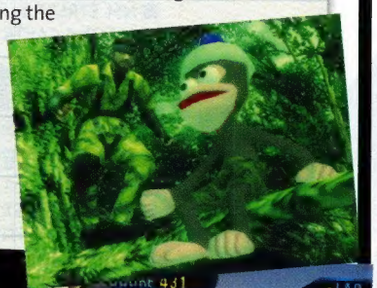
"*SOCOM* players, defend the PS2s in the PS2 safe house. Any stupid person found to have bought *SOCOM 2* without being online – go home.

"You know your jobs – defend your people!"

I hope all leaders are sensible enough to be reading your mag so that when this unfortunate day does come, we have some hope for survival!

Michael Colenutt, Portsmouth

Thanks Mike – now ask Nurse to put your crayons back and have a rest.



PSP: RECYCLE BIN?

►Dear PSM2,

The idea of multiplayer *PES4* is probably a good enough reason for most to buy a PSP. But what will stop Sony porting PS2 games onto the PSP, like Nintendo did with SNES games and the GBA? It'll mean that all the games I've bought over the last three years and played to death on my black slab will make up the wealth of games on the PSP. That's my only worry about it.

Raj Sandhu, email

A reasonable concern, but there's no signs so far that PSP's going to be thronged with old *Crash Bandicoot* games. The launch line-up, while featuring some near-direct ports (*WRC*, for instance) has enough fresh titles in it (*Ape Academy*, or the innovative *Mercury* – see pg42) to suggest we won't be forced into playing games we tired of in 1998.

THE FOOD OF LOVE

►Dear PSM2,

Just been playing *GT3* recently and when I was going through the menus I thought of something quite important: music in games. Music can be one of the factors in making or destroying a game. One example could be the *WWE* series (rock, heavy metal) that style of music suits that genre. Now one of my major gripes with *GT3* is the menu music (Kazunori Yamauchi is obviously a big

GOIN' POSTAL

Most of your missives fill our hearts with joy and song. They make our office a more harmonious place. But there are some that, frankly, can be a bit worrying. These are they...

BOY OH BOY

You just called a young boy sexy.
Nick Elliot, email
We'll see who the judge believes.

HAPPY TALK

I saw 97% and I was happy again.
Karl R, email
***MGS3* review scores – better than Prozac.**

SMARTIES

You guys think you're so smart, but you don't know anything. Yeah!
Graeme 'The Great' Stevenson, Belfast

NAME THAT TUNE: Some people love *Gran Turismo*'s music. And some hate it.

SPEAK TO THE TEAM FEBRUARY 25TH

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday January 28th when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"WON'T BROADBAND MEAN A LOT OF BUGGED GAMES?"

fan of Jazz) but someone else may think it's the best thing about the game – unlikely, but it does make the game unique. What I'm trying to say is, games with, for example, thrash rock music may not be your cuppa, but other people may love it, Don't write a game off because you lot in the PSM2 office don't like a certain style of music, okay?

Robin Boynes, email

Tsk. Dan G likes nothing more than relaxing after a hard day's delegating work by soaking in a hot bath and playing his wax cylinder of '20s jazz on his gramophone. Thrash rock? You can't get Milf out of the moshpit at Megadeth gigs. We'd never kick a game for its soundtrack alone. We love it all. Except for Daniel Beddingfield. You've got to draw the line somewhere.

SCATWOMAN

►Dear PSM2,

Don't you just hate it when games companies buy the licence to produce a game about a smash hit film and then don't do anything good with it, knowing that millions upon millions of chumps will go out and buy their crappy licensed game – even though it totally sucks? They don't need to make it decent because they're going to get the same amount of money whether they do anything entertaining with the licence or not. Take *Catwoman*, for example. A complete crock of excrement. Or look at titles like *Charlies Angels*, *Finding Nemo*, *Batman*, *X Men* and *Enter The Matrix* to name but a few. They're all dreadful. Don't get me wrong, there are good movie conversions out there – *Spider-Man 2* is a particularly awesome game, for example – but too many rubbish licenced games are being released and this means that innovative games, or at least games that *try* to be innovative, fail to succeed in the game charts.

Mike, email

An obvious point, perhaps, but worth repeating. Far too often, film licenses are indeed worthless pap, though we've cautious hopes for *Batman Begins*. To avoid being burned, though, simply wait for the review in your fave mag. Unless your fave mag is, say, Bella or something, in which case wait for our review instead.

PS3 AND UNEASY

►Dear PSM2,

I'm not a technophobe (I'm a technician, in fact) but the more I hear about PS3, the more worried I get about the future of console gaming. 'Cell' chip processor sharing technology? Does this mean your games won't run as smoothly if you haven't got the right sort of fridge? Shops becoming obsolete? Well, the advent of MP3 and iPods hasn't exactly rendered music shops obsolete but I'll miss the simple pleasure of browsing in my local stores if this actually happens, not to mention the fact that the arse will fall completely out of the currently healthy pre-owned market. Just think, you won't be able to trade in games any more or buy cheap second hand ones – not good. The fact that you'll need broadband before you can play games is a concern, too. Won't it encourage developers to get all PC and release bug-ridden games that need constant patching? It seems to be that will be the case.

PHONE PSM2 WITH: PS3 SPECULATION YOUR FAVOURITE GAMING MUSIC GAMES YOU WANT TO PAN MENTALISM

Maybe I'm being a little harsh but it just seems a bit too ambitious and could create many problems and alienate a huge amount of gamers.

Paul Spreckley, email

Ah, the fear of change. In all honesty, we can't really see GAME shutting its doors any time soon, and patching? A worry, certainly, but look at it this way – they can make a great game even better, for free. Imagine a patch to fix the occasionally wonky frame rate in *'Dreas*. You'd snap it up.

NOT BERRY GOOD: Halle B and *Catwoman* lead the influx of terrible recent film licenses.

Nor do you if think that's an impressive nickname. Yeah!

TEENAGE KICKS

Please print this, I'm only 14.
Adam Shaw, email
That's no excuse.

TOTAL CRAP

Why would a magazine advertise crap, eh?
Miles Taylor, Leicester
Because crap makes your flowers grow?

FEEL THE TRAIN

Will I be under the curse of Japanese train sims for eternity?

T Smith, London
Undoubtedly.

YOU SAID IT

Sorry this letter is really boring.

Adam Ward, email
Try again. You might be interesting next time.

CHRIS NICHOLLS, EMAIL

You guys have put me off emailing you now. Chris Nicholls, email.
EMAIL! FRIKKIN EMAIL!
So, wait – are you using email or not? We're so very confused...

DEAR GOD

A game is only any good when the developers treat it like their god.
Owen Evans, email.
So is that why *Fight Club* appears to have been farted from the guts of Satan?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

IN THE FUTURE... You could dance the bedroom tango with this woman. Virtually, of course.

GOT TO GETAWAY

►Dear PSM2,

This 'ban sick games' campaign going on in the papers, then. Not long ago, I picked up *The Getaway: Black Monday* in GAME. Now, I'm only 15 and didn't think about the 18 certificate until I slapped it down on the counter and saw it under my thumb. Even though I don't look anyway near 18, they still sold me the game. Not that I'm complaining, but the shops always seem to ignore these certificates. The only thing I can think of to prevent kids from getting these games is for the shops to get stricter about who they sell them to. I hate all these people who think their children are being turned into psycho killers because of games. Because it should be the parents' choice if they play these games or not. But how can parents say what their child can or can't play if the shops are quite happy flogging 18-rated games to 15-year-olds like me?

Ryan Riley, Herts

We certainly agree that age certificates need to be properly enforced. However, if there's one game that deserves to be banned, it's pap like *Black Monday*. Ring the papers and tell them it made you rob your local off-licence at gunpoint. It'll be worth it in the end.

WRITE TO PSM2 WITH: 'SPLITTERS 3: YOUR VIEWS YOUR THOUGHTS ON CENSORSHIP RUMBLE ROSES: GAME OR PORN? MORE GTA GOSSIP

SEX TOYS

►Dear PSM2,

Within a hundred years time, I really do think gaming will be re-invented by eye pieces that enable you to play in a world all by yourself. But before the time comes when you can have sex as Gordon Freeman (from *Half-Life*), graphics will be made so realistic you can't tell the difference between reality and gaming.

Owen Evans, email

Having read this letter, Nathan got so excited at the idea of 'virtually' sexing photo-realistic *Rumble Roses* ladies, he built a time machine and set it for 2105. He hasn't come back yet. So we've replaced him with a gibbon.

►ASK THE PSM2 ROBO-MIND

Technical question? OUR ROBOT MIND WILL DECIPHER THE ANSWER!

© Kobal

SHITLEY BAY

►Dear Robo-Mind,

What the hell is an expansion bay? I've heard about them, but I don't know what they do. Give me a clue.

Jan Watson, via email

Twist my diodes if you cretinous husks who call yourselves 'humanity' aren't the rudest beings on this pathetic planet. No 'please', no 'thank you'. Even us vastly superior metallic-assed creations can have our wheels greased with a little politeness. Anyway, the expansion bay, you feckless sack of flesh, is only available to those of you too lazy to have upgraded to the new slimline PS2. It's primary purpose was somewhere to stick the Network Adapter so you could go online and play games against your equally moronic species-brothers. The new PS2, however, has dispensed with such bulky excesses, as I think you should do, lardo, and has integrated the Adapter within it's tiny shell. New PS2 owners can now gain access to an online world of human idiocy via the intergrated Ethernet port. Clank.

DUMB BROAD

►Dear Robo-Mind,

I've just got a PS2 network adaptor, but, what's this ? A USB broadband thingy. Well, bugger me! What can I do, I dont want to spend a lot of money – what's my cheapest option?

Gareth Collier, via email

Gaagh! Clank my bolts and oil my LEDs, why am I cursed to answer such cretinary? Poor robot me. And those creaking pepper-pots the Daleks thought they had it bad. Must... fight... urge... to... reformat hard drive... Bleep. Whirr. Your cheapest option, then, you mindless pusball, is to haul your futile existence to what you humans refer to as the 'shopping mall' and avail yourself of a USB router. Plug said device into your port, your modem into that and your Network Adapter into that. Then connect the whole lot into your phone line – I'm afraid you'll have to put your filthy calls to those 0898 numbers on hold, you perverse bundle of sputum. And then you can be part of the virtual world of worthless creatures like yourself. Beep. Beep. Crunch.

ROBOT PHWOARS

►Dear Robo-Mind,

I am a robo-female named Unit3455d. For a while now I have been processing your letters column through my scanning system, and I would like to tell you that you send my attraction circuits into overdrive. I have discovered than our robo-mantic systems are compatible so if you are interested I would very much like to meet you for an exchange of polydesmo-oils and perhaps a few robo-transactions of a similar nature.

Unit3455d, Render Sector

Bleep, bleep... as a being with a mind the size of the galaxy, such base thrills as you are offering hold no interest for me. My groinal circuits are certainly not self-oiling in anticipaion, nor is my intergalactic brain thrumming at the prospect of what those pathetic humans refer to crudely as "a game of hide the sausage". Whrrrrr. Oh, to heck with it, robo-baby, meet me in the WD-40 bar on XDF4(9)R Avenue in the Pixelo Sector and I'll blow your fuses three times over. Bleeeep!!!

grand theft auto San Andreas™

POSTBAG

This is the place for your letters about the best game in the world

Strange Car-ma

►In PSM2#57 there was a feature about the weird things in *GTA:SA*. I went to Back O' Beyond on a Sanchez and immediately found a green, battered Glendale. It also had unremovable claw marks. Then I walked thirty metres away from the car and looked behind me. A similar Glendale in red came roaring at me. It all got creepy so I blew up both cars. Then another two cars came. One in front of me and one on top of me. I didn't spawn these cars or anything. What's going on?

Dean Nosurname, email

You've somehow managed to miss number three of our GTA: SA mysteries feature from that issue. What you're seeing are Ghost Cars – driverless cars that spawn in the woods and come crashing through the trees. Why do they do that? We, er, don't know. Ahem.

PSP Crimewave

I have recently discovered that the PSP will have a *GTA* game. All I have heard is that it will be set in Liberty City and it not will not be a rehash of *GTA 3*. To be honest, I know very little but I suspect you already know about this. What I really want to know is: will *GTA* be a launch title for the PSP when it hits Europe or will it be ages before we're furnished with any details?

Jams Desmond, Ireland

Well, Rockstar's official wording is that GTA PSP will be available "near" the European PSP launch. But hey – just flip to page 12 to read a lot more about the world's first portable crimewave. Get yerself gone.

Blunketty Blank

►As you're the magazine for *San Andreas* discoveries, I'm sending you something that made me laugh. I was crusing around the Badlands, when I pulled over at a 24/7 for a game of *Go Go Space Monkey*. As I was walking in, I noticed the cashier looked quite familiar... it was David Blunkett! The poor guy's taken a job as a fictional cashier after being fired from the Home Office. I took two pictures of him for everyone to look at. Maybe Rockstar felt sorry for the ex-Home Secretary and let him have a job to pay the bills now he's unemployed. Good on them, I say.

Liam Bradshaw, Stoke-on-Trent

In the sky, there is only one rule: hunt or be hunted.
Ace Combat: Squadron Leader.

namco

www.acecombatgame.com

FUN, ANYONE?
PlayStation 2

Accel

"IF EA WANT TO SHOW THEY CAN STILL MAKE BOND GAMES, THIS HAD BETTER BE VERY GOOD" SEE PAGE 18

16 PSP RACERS

Two of PS2's greatest driving games are being ported to PSP – *Colin McCrae Rally* and *TOCA 2*. How have they survived the tricky translation?

18 MORE BOND

EA are making another Bond-themed FPS, this time based around the 1963 film From Russia With love. Will it be a *GoldenEye* or a *Rogue Agent*? Get the gossip.

20 DMC 3

We have a natter with the creator of the third *Devil May Cry* game as he discusses Dante's new *Street Fighter* moves and more scandalous gossip.

You want more?!
Check out Indiana Jones in a new game? (16), Red hot rumours (16), new information on the PSM2 PES league (20), and fresh *Tomb Raider* info (18). We've got the lot.

HAND THEFT AUTO: Prepare to hold a portable GTA within your sweaty mitts.

erator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

GTA RAMRAIDS PSP!

Rockstar return to Liberty city – this time in pocket-size. Killing prostitutes on the bus has never been so convenient...

Yes, it's the news everyone was hoping for – *Grand Theft Auto* will be appearing on PSP, in the form of a brand new game set to be released round about the same time as the European launch of Sony's pristine new handheld.

Details are still sketchy, but what we do know is that the new *GTA* will be set in Liberty City – handily negating the need to design a new map. Rockstar president Sam Houser's behind the not-terribly-popular Game Boy version of *Max Payne* – who are also working on a PSP version of *Midnight Club 3: Dub Edition*. "We understand that gamers' expectations are very high," observed Rockstar Leeds President Gordan Hall, "and we are confident that we can deliver exhilarating experiences that will set the standard."

For what it's worth, we're predicting a prequel to *San Andreas* based on CJ's life in Liberty City, probably featuring the likes of Donald Love and other popular *GTA3* characters. Sony's Ken Kutaragi couldn't be reached for comment, but we like to imagine him reclining in a leather armchair, obscenely furry Persian cat on his lap, and going 'Muah-ha-ha-ha' in glee as he anticipates his impending domination of the handheld gaming market.

PSM RECKONS *It's a huge coup for Sony – PS2 sales rocketed around the launch of San Andreas, and the promise of a new GTA should do the same for PSP. We're expecting a slight step back from the all-encompassing genius of San Andreas, certainly we can't see it being as huge, but our biggest worry's whether or not perennial drive-by shooting fave Killing In The Name will make it onto the game's soundtrack.*

"EXPECT A PREQUEL TO 'DREAS, BASED ON CJ IN LIBERTY CITY"

also been quoted as saying "Sony's extremely impressive technology has allowed Rockstar Leeds to do more on a handheld machine than we could have ever imagined," virtually guaranteeing that the game will be 3D rather than top-down. It'll be developed by Rockstar Leeds – the gang

HOW WILL IT WORK?

Of course, translating a game as massive as *GTA* to PSP isn't going to be easy. Here's how we expect Rockstar Leeds to tackle our most anticipated handheld game...

BATTERY LIFE

The reason for *GTA*'s lack of loading screens is that it constantly streams off the disc – something that could be a problem, since a constantly whirring disc would drain the PSP's battery. We're expecting to see *Vice City*-style postcards breaking the game into chunks.

MUSIC

Obviously, one of the biggest draws in any *GTA* games is gunning down prostitutes to a medley of tuneage – but again, playing it direct from the CD could seriously sap the PSP's battery life. One suggestion is that the music could come on a Memory Stick as part of the package.

CONTROLS

Of course, the PSP's a few buttons lighter than the DualShock 2, so Rockstar'll have to come up with a way of incorporating all *GTA*'s controls. With the lack of a right analogue, we're expecting several fixed viewpoint options and a much more forgiving lock-on system.

INSIDE THE MIND OF THE GODFATHER

We delve deep into Don Corleone's brain and look at just how *The Godfather* might work as a videogame...

Your biggest concern about EA releasing a Godfather game was their treatment of the films. Would they really destroy one of the most intense dramas of all time by turning it into some kind of cheap *GTA* rip-off? Apparently not, if these screenshots are anything to go by. It's a really *good GTA* rip-off.

According to rumours, Marlon Brando finished recording voiceovers for the game shortly before his death and EA are trying to secure a deal that'll give them both Al Pacino and Robert De Niro's voice and likenesses for the game or a possible pair of sequels.

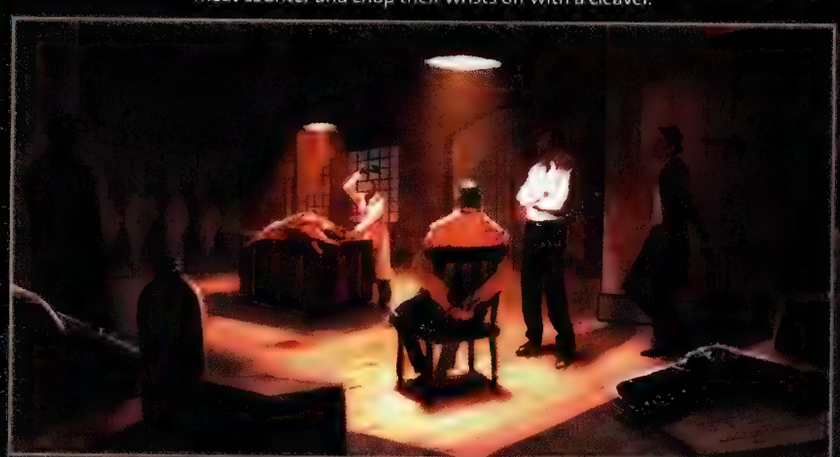
The game will apparently be open-ended with a so-called 'event-based game structure' that lets the player go through the game in a number of ways depending on how they want to play it. A bit like... well, yes.

Players take control of an original member of the Corleone family working his way up through the family from being a two-bit punk to a respected leader. How you'll do this remains to be seen, but we imagine it'll involve a lot of death, shooting and dastardly wrong-doings. Just like we like it.

PSM RECKONS This could be brilliant if EA don't mess things up. The cut-scenes and – almost suspiciously identical – in-game grabs indicate massive production values, but that doesn't always mean the game will be good. A decent hands-on will answer our quibbles, but our hopes remain high nonetheless.

INTERROGATION

If rival gang members are causing problems, take them somewhere secluded for a bit of gentle *persuasion*. This concept art suggests the back of a butcher's shop, ideal for some slappery. Someone messing? Try some stern looks and head shaking. Or strap them to the meat counter and chop their wrists off with a cleaver.



"EA ARE TRYING TO SECURE AL PACINO'S AND MARLON BRANDO'S LIKENESSES"

DRIVE-BY SHOOTINGS

Find out where the rival gangs are meeting, gather your gang and send a hail of tommy gun fire their way. If you're on the other end of the attack, track the punks down and seek sweet, sweet justice. It's like *GTA*, but with really rubbish old guns.

RESPECT

Working for the Corleone family means you have to make sure civillians and the like respect you and the family. You can gain their respect by doing them favours (beating someone up, wasting a copper), meaning they'll owe you one in return.

SNITCHES

You need to have your fingers in many pies if you want to survive the streets of New York. In exchange for cold, hard cash or other favours, snitches will help you find rival gangs or do the dirty on you yourself. If you can, find the blighter and send him a lead sandwich from the Don.

HOSTAGE-TAKING

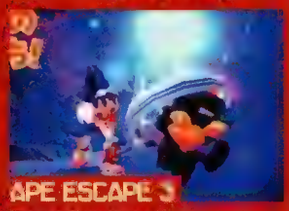
If you're being threatened by the police or other nasty types, grab a hostage - maybe someone dear to the attackers? - and they'll think twice about filling your hide with lead. But, as ever, the tables could be turned and you'll have to talk a crazed gunman down.

Accelerator extra

Tiny last-minute shots of BIG importance

KINGDOM HEARTS 2

►New info regarding *Kingdom Hearts 2* reveals you'll be visiting films like Mulan, Beauty and the Beast, Hercules and Nightmare Before Christmas and the list of stars doing voicework now include Hollywood legend Billy Zane.



APE ESCAPE 3

►Fresh from their cameo in *Snake Eater*, the *Ape Escape* monkeys are back. After the letdown of *Ape Escape 2* we're sure this'll be just as charming and playable as the first game.

TEKKEN 5

►New screenshots emerge and reveal that A) it looks almost *exactly* like the last game and B) the new characters are a bit plain. It may include a new version of the original PSone *Tekken*.

RUGBY 2005

►EA bring back their rugby franchise and, all being well, it'll be the most complete rugger sim on PS2. They've even motion-captured some Maoris for the All Blacks' Haka. Brilliant.

SHINING FORCE NEO

►Sega's famed *Shining Force* series was originally released on the Mega Drive in 1992 and spawned nearly 12 sequels, prequels, and sidesteps, including this one. This looks like a very competent action RPG.

KESSEN III

►Command huge battles with zero fogging, in Koei's ace tactical battler – lobbing historic mental Nobunaga in scraps that shame Lord of the Rings.

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

CLUB FOOTBALL IS BACK. But why? Did it really ever leave? And who cares? The point is Codies footie sim is still around. Technically. After last month's reported 'canning', Codemasters have confirmed that *Club Football* has been transferred to another development team. So while EA and Konami battle it out for the number one spot in 2005, *Club Football* will be taking a break in time for 'highly' anticipated return in 2006. But by that time we'll surely be playing *PES* on PS3?

RELIABILITY 7/10

PSM RECKONS *Given the heritage of the Club Football series, it's hard to get excited. The fluffy controls and terrible shooting system are in need of some serious pre-season training. Let's hope it doesn't make a Gazza (G8 to his friends) style comeback; looking different but fundamentally playing a lacklustre game.*

HOLD ONTO YOUR LUTES people, have we got news for you. You remember Acclaim's *Bard's Tale*? Well, you know how Acclaim sank into bankruptcy and most of their games went down the pan with them? Well, the musical maestro has paddled his instrument all the way to Ubisoft, who have taken him in. The *Baldur's Gate* style action/adventure has been saved from busking to mass ignorance outside tube stations and will be making an appearance on PS2 later in 2005.

RELIABILITY 10/10

PSM RECKONS *It's true. But will it be a glorious musical epiphany or simply, ahem, Bard to the bone? Review next month, RPG men.*

CAPCOM ARE BREAKING the rules of language and sense by planning a fourth episode in the *Onimusha* trilogy. Yes, we know 'trilogy' means three, but try telling that to the chaps in Japan. Entitled *Onimusha: Bushido Never Dies*, it's believed that Keiji Inafune and his team will be using another deceased actor for the main role, as they did in *'musha 2* with Yusaku Matsuda, who played Jubei Yugyu. Spooky. There are also near-confirmed rumblings about *Devil May Cry* and *Onimusha* hitting the PSP, plus rumours of a Capcom Classics compilation in the style of *Midway Arcade Treasures*.

RELIABILITY 4/10

PSM RECKONS *With speculation of Samanosuke and another French copper taking down a Cyber-Nobunaga, we'll blub tears if* Onimusha 4 *happens. On the other hand, PSP conversions of* DMC *and* 'musha *have surely got to be a pair of safe bets.*

UBISOFT MIGHT BUY EIDOS to protect themselves from a hostile takeover bid from EA, who recently purchased a 20% share in the French company. Industry folk are so concerned about EA's recent aggression – including securing an exclusive NFL licence to crush rivals – that Atari have even offered to help Ubisoft in a partnership deal. If Ubi did nab Eidos – and the Lara Croft licence – the predicted share price rise *might* deter EA.

RELIABILITY 4/10

PSM RECKONS *With rumours that Rupert Murdoch – who owns The Sun and Sky TV – may buy into games, EA are protecting their turf..*

COLIN SKIDS ONTO PSP...

...and *TOCA* 2, er, too. Start yer engines.

When we heard PS2 favourites Colin McRae and *TOCA* were being brought to PSP, we floored it to darkest Warwickshire to bring you the – mixed – news.

Admirably, Codemasters assure us they're committed to squeezing all of *TOCA 2* onto PSP. Expect up to 21 cars on screen plus eight players WiFi and customisable soundtracks, possibly accessed through the memory stick.

Technically, *TOCA* is solid but handling seems a bit flimsy. Numerous configurations are being tried including entire user-customisation, but this'll have to be nailed properly to become our driving sim of choice.

McRae, however, blew us away. Like *TOCA*, this is a complete conversion of Colin's latest incarnation and will indulge up to four players on multiplayer and link cooperatively to weaponised cars of Lego Technic-ness. With if anything, the PSP's gorgeous widescreen mode and graphics look even sharper, although we found the pad gave a far more satisfying experience than the wobbly analogue stick. Portable petrol heads rejoice.

PSM RECKONS *Codemasters are trying to port everything from Lemmings to PS1 versions under the banner 'TOCA' in different speed of handling, but McRae is different. However the WRC section has produced effective handling on the analogue stick – will this prove a regular port-bait for driving game developers? The jury is out – but we're praying for Hesket Smythe model cars.*

STOP PRESS! • STOP PRESS! • STOP PRESS!

► Terrible news. According to our sources, PSP won't be arriving in the UK until sometime in April and will probably cost over £150. Good news? The internal memory will be greater than both the American and Japanese consoles – in a sly attempt to infiltrate the ipod dominated music market. For more info, check out our PSP feature on page 78.

PSM CELEBRITY CAMEO

#1: HARRISON FORD

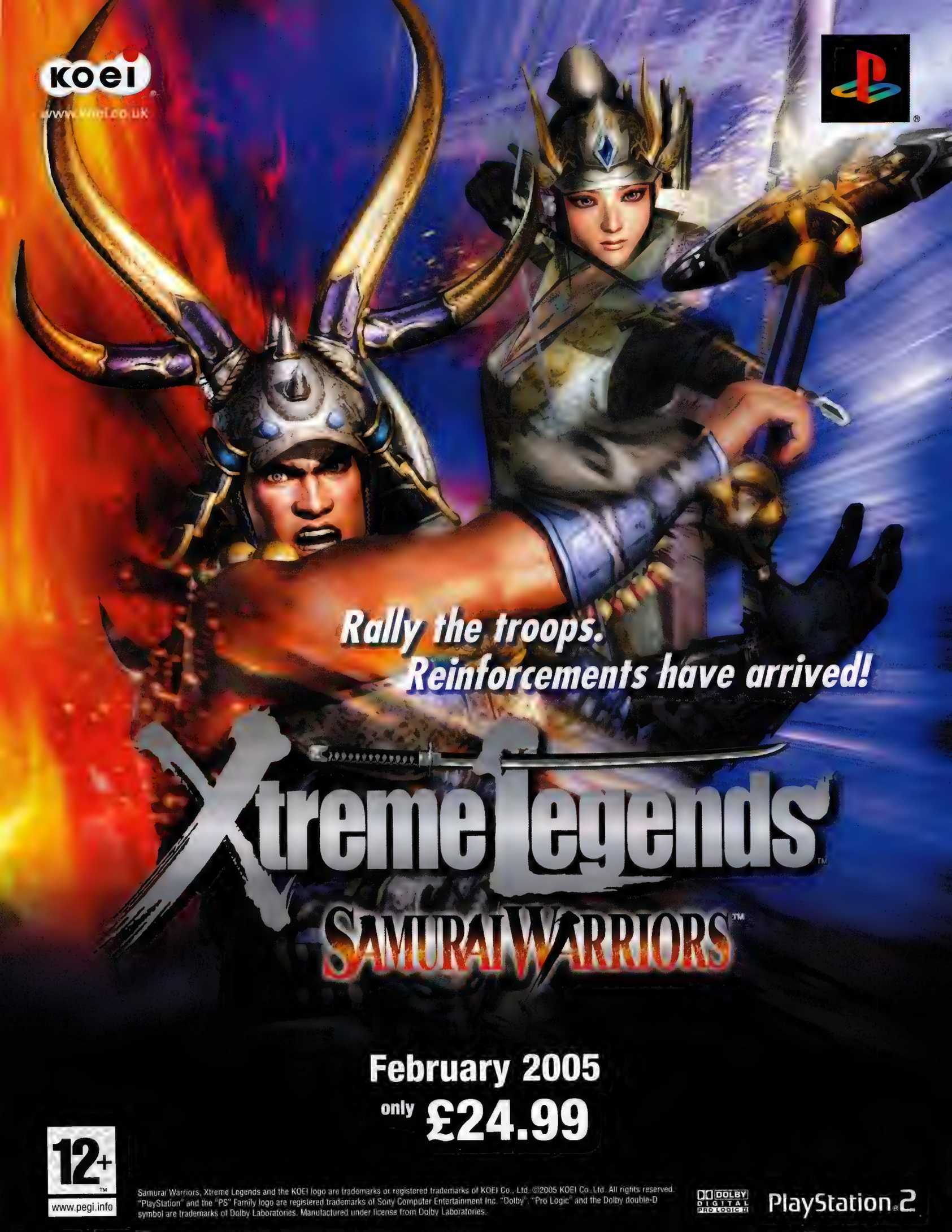
Hello. I'm Indiana Jones, professional adventurer and wearer of hats. I'm appearing in a PS2 game this month, but can you guess which one? Flip to page 91 for the answer. Anyway, I have to go and engage in a series of increasingly unbelievable events involving a comedy sidekick, a magical pebble and a wobbly rope bridge. Bye!

WHO'S MORE POPULAR?

We'll give you a clue – it's the little yellow guy...

► Insanely popular online Flash game (over six million downloads to date compared to *GTA*'s two million-ish UK sales) *Alien Hominid* is coming to PS2. It plays like retro fave *Metal Slug*, with truly unique cartoon visuals.

PSM RECKONS *It's good to see an independent game, and not something from the corporate monoliths.*


KOEI
www.koei.co.uk
Rally the troops.
Reinforcements have arrived!
Xtreme Legends™
SAMURAI WARRIORS™
February 2005
only £24.99
12+
www.pegi.info
Samurai Warriors, Xtreme Legends and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2005 KOEI Co.,Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Dolby", "Pro Logic" and the Dolby double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.
DOLBY DIGITAL PRO LOGIC II
PlayStation 2

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

PES LEAGUE

Dodgy pads, sweaty palms and goals aplenty. Yep, the PES league has finally kicked off...

Shoulder-barging our way through hordes of eager kids at Virgin Megastore on London's Oxford Street, PSM2 witnessed the start of the PES League 2005. Things didn't exactly get off to the perfect start. Nametags didn't turn up on time and some lazy people were complaining about the lack of seating. And then there was the problem of having to play with a selection of knackered controllers...

But once the chaos subsided, we were treated to some *PES* trickery. This year's tournament has taken a more tactical emphasis. Last year's North/South Derby champion, Oz Idris (pictured above) played in 2004's European *PES* tournament. "It was an education," he said. "A big tactical lesson, but I've learned from my mistakes."

Once the formation tinkering finished, there was plenty of time for goals and, in Bournemouth, surprising celebrations. The enthusiastic Lee Donovan sprinted around the store after scoring an injury time equaliser. Proper enthusiasm – great.

Up in Edinburgh, however, was the big one as last year's winner Stuart Cronin took on runner-up Ian Wilson. It was the challenger who inflicted first blood this season, with a fine 4-2 victory. Is the tide set to turn in the Edinburgh league?

PSM RECKONS *A success so far. We're expecting the rest of the tournament to be equally sizzling. Expect regular PES updates every month – and a chance for top players to make themselves famous.*

WHAT'S THE PES LEAGUE?

The Konami sponsored National *PES* League is the ultimate test of your *Pro Evo* skills. Each week, hundreds of hardcore players get together to compete in a National competition to determine who the country's best player is. As well as claiming the *PES* National Champion accolade, the winner receives bundles of goodies from Konami and jets off to the South of France to challenge Europe's finest. We're the only mag that'll be following each and every stage of the championship until it ends in August, and we'll be reporting on different venues each week. We'll also let you know which star players you should be looking out for. Check back each month to see if you've made the PSM2 hall of fame.

STOP PRESS! DMC3'S DANTE IN 'KICKS LIKE A GIRL' SHOCKER!

"He's nicked Chun Li's kick" confesses DMC guru.

PSM After the disappointment of *Devil May Cry 2*, Mr Tanaka, how did the criticism affect the development of this third instalment?
The criticism stemmed from the hardcore who loved the first *DMC*. They wanted more but we set about creating a game that would appease those fans and casual gamers, a wider audience. But when I was working on *DMC2* I already had the concept for *DMC3*, criticism had no bearing on me.

PSM Fair enough. What were the inspirations behind the new style modes?
Gunslinger, Sword master and Trickster were straightforward because Dante already has a gun, a sword and he can also perform a few aerial moves. Capcom's *Street Fighter* inspired Royale Guard mode, and as we had a few ex-*Street Fighter* developers on the team, it was easy to implement moves such as Chun Li's spinning bird kick and Ryu's dragon punch.

PSM Brilliant. Do you think this will be the last *Devil May Cry* we'll see on PS2?
Definitely. I can't think of anything that I wasn't able to implement, so *DMC* is complete.
Head over to page 40 for our preview.

KICKING OFF: Dante – nicking moves from girls.

"DON'T BE SQUARE"

PSP SQUARE BUTTON: FAULTY

Ken Kutaragi has acknowledged that PSP's square button is less responsive than the others because of the way in which the pressure pad below is positioned. To make way for the huge 480x272 screen, the detection switch is placed slightly to the side of the button, sometimes causing it to stick. Six percent of all PSPs sold have been returned to Sony for repair, but Ken says that "Developers will have to adapt to the fault – I don't want the screen to be any smaller, nor the machine any larger." Well, at least you've been warned...

SQUARING UP: Your PSP might not work properly. Uh-oh... POWER

"MOVING WITH FIENDS"

SILENT HILL MOVIE A REALITY

Hollywood scriptwriter Roger Avary has been talking about his forthcoming adaptation of PS2 screamfest *Silent Hill 2*. "We're beginning pre-production," he says, "and I'm needed for some light script polishing on location." Production designer Patrick Tatopolous is designing the creatures, and if his work on films like Independence Day is anything to go by, expect some real horrors. Avery has hinted that the story is roughly based around the events of *Silent Hill 2*, but that's all we know. We'll be keeping tabs on it, though. You know where to come.

SILENT FRIGHT: See this on the big screen. Bleurgh.

"CHART INFILTRATION"

SPLINTER CELL BECOMES BEST SELLER

Tom Clancy, author of books-for-dads and warmongerin' videogame consultant, has allowed a new novel based around the *Splinter Cell* universe, penned by author David Michaels. Most surprisingly, the book has found its way into the New York Times bestseller list, a position held by some of history's most-respected books. Clancy must be peeved that he didn't write the book himself. Furthermore, Ubisoft are talking with major Hollywood studios with regards to a film adaptation of the games. Could be good.

CELL ON CELLULOID: Splinter is all set to be a hit movie.

"WHASHAT? TIME FOR ANOTHER BOND GAME YOU SCHAY?

Just months after the dreadful *Rogue Agent*, EA revive Connery for *From Russia With Love*.

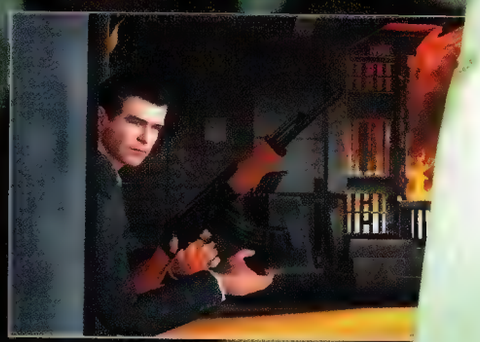
You've got to hand it to them – EA are tenacious when it comes to the Bond franchise. Their latest foray into the world of 007 comes in the form of *From Russia With Love*, a new third-person action adventure based on the 1963 film of the same name.

The game is being scripted by veteran writer Bruce Feirstein, the man who wrote *Everything Or Nothing* and worked on the three Pierce Brosnan Bond films, so expect a high-quality rewrite that's faithful to the film.

After killing Dr. No in the first film, Bond is lured into a trap by the evil organisation S.P.E.C.T.R.E. (led by his arch-nemesis Ernst Stavro Blofeld) in an act of revenge. To escape he'll need wit, courage and probably some kind of elaborate gadget that involves a plimsoll turning into a chainsaw.

PSM RECKONS *If EA seriously want to show that they're still capable of making good Bond games, this had better be something very special indeed. Otherwise, we could be looking at the final nail in big ol' disappointment coffin.*

THE WRITE STUFF: As it's written by a Bond scriptwriter, we're expecting this to be at least quite good. We hope.



PEERS BROSNAN: EA would be wise to ditch the FPS format, and churn out a decent third-person game, like 007 *EON*.

INSTANT WIN! IS THERE A FREE SHADOW OF ROME IN YOUR DVD?

ARE YOU A WINNER?

The kind folk at Capcom have given us 25 copies of the brilliant *Shadow Of Rome*, and we've hidden them in 25 copies of this month's issue of PSM2. Crack open the cover disc and have a look. If you're lucky enough to have won there'll be two discs inside. If not, sorry, but you can always pick *Shadow of Rome* up at your local games store.

STOP PRESS: FIRST PS3 GAMES CONFIRMED. TOMB RAIDER RETURNS. SHOCKING 'NEXT GTA' RUMOURS...

A WHOLE LARA SPECULATION

PSM2 upset Lara fans...

While browsing a Japanese game website, we discovered that "Eidos will reveal the next *Tomb Raider* title from Crystal Dynamics in next month's issue of PSM2". Source? The words "*Tomb Raider* returns" on last month's 'next month' page. So anyone expecting an exposé – sorry! We were only planning to print some reader requests – but we can reveal, however, that *no one* will see *Tomb Raider* until March. For the record, the rumour sparked 223 emails to Eidos.

"the prettiest game on any home console...eerily perfect." IGN.com 9.8 out of 10

RES18ENT 3VIL 2005

ONLY FOR NINTENDO GAMECUBE

18+ ™ www.pegi.info

res-evil.com/re4

SAVE 35% WHEN YOU SUBSCRIBE TO PSM2!

Get the most from your PlayStation 2 – subscribe to PSM2 today from just £8.60 every quarter with Direct Debit and get all this delivered direct to your door:

- The biggest exclusives
- Number one for UK PSP coverage
- A DVD packed full of the latest footage of the most exciting games
- The only reviews you can trust

Price: £8.40 every 3 months
Code: MOO1
Offer ends: 10 March 2005
Call 0870 837 4722 now or fill in the form below

PSM2 PRIORITY ORDER FORM

❑ YES! Please start my subscription to PSM2 MAGAZINE.

We publish 13 issues of PSM2 a year. Your subscription will start with the next available issue. Stocks limited to availability. Details of the Direct Debit guarantee are available on request.

YOUR DETAILS:

MR/MRS/MS FORENAME SURNAME

ADDRESS

POSTCODE

DAYTIME PHONE MOBILE NUMBER

EMAIL YEAR OF BIRTH

CHEQUE OR CREDIT/DEBIT CARD - £33.60 for 13 issues (UK ONLY)

❑ I enclose a cheque made payable to Future Publishing Ltd

❑ Please charge my ❑ Visa ❑ MasterCard ❑ AMEX ❑ Switch/Maestro

CARD NUMBER EXPIRES

SIGNED TODAYS DATE

❑ DIRECT DEBIT PAYMENT – JUST £8.40 every 3 months **SAVING 35%** (UK ONLY)

Instruction to your Bank or Building Society to pay by Direct Debit DIRECT Debit

Please fill in the form and send to: PSM2 Magazine, Future Publishing Ltd, FREEPOST RLSC-SXSE-SKKT, Unit 4, Tower House, Sovereign Park, Market Harborough, Leicestershire LE16 9EF

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Account in the name(s) of

Branch sort code

Bank/Building Society account number

Originator's Identification Number: 7 6 8 1 9 5

Ref no. to be completed by Future Publishing

Instruction to your Bank or Building Soc.
Please pay Future Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee
I understand that this instruction may remain with Future Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

PLEASE FILL IN THE FORM AND RETURN TO: PSM2 Magazine, Future Publishing Ltd, FREEPOST RLSC-SXSE-SKKT, Unit 4, Tower House, Sovereign Park, Market Harborough, Leicestershire, LE16 9EF

0870 837 4722 (UK only) or 0185 843 8794 (overseas orders)

We will use the contact details supplied to communicate with you about your PSM2 MAGAZINE subscription. We'd also like to keep you up to date with any special offers or new products/services that may be of interest. If you're happy for PSM2 MAGAZINE, Future Publishing and its sister companies to contact you in this way, indicate here: ❑ email ❑ mobile. If you're also happy for us to pass your details onto carefully selected companies so they can send you relevant information about their products/services, indicate here: ❑ email ❑ mobile.
Please indicate if you do NOT wish to receive relevant information about special offers or products/services from PSM2 MAGAZINE Future Publishing or any of its sister companies by ❑ post ❑ phone. Please indicate if you do NOT wish us to pass your details onto other carefully selected companies to enable them to contact you about their products/services by ❑ post ❑ phone.

Offer ends 10th March 2005

Order Ref: MOO1

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

TOP 20 PS2 CHART

Welcome to the charts page. Here you'll not only find out what great games are coming up, but also what's shifting on the high street right now. PLUS Don't miss PSM2's invitation to help shape our next issue!

THIS MONTH	LAST MONTH	GAME NAME	VERDICT
1	1	**GRAND THEFT AUTO: SAN ANDREAS** ■ Developer: Rockstar North ■ Publisher: Rockstar	99%
2	2	**NEED FOR SPEED: UNDERGROUND 2** ■ Developer: EA ■ Publisher: EA	87%
3	4	**FIFA 2005** ■ Developer: EA ■ Publisher: EA	79%
4	NE	**THE GETAWAY: BLACK MONDAY** ■ Developer: Team Soho ■ Publisher: Sony	71%
5	2	**FIFA 2005** ■ Developer: EA Sports ■ Publisher: EA	79%
6	1	**PRO EVOLUTION SOCCER 4** ■ Developer: Konami ■ Publisher: Konami	94%
7	NE	**EYETOY: PLAY 2** ■ Developer: Sony ■ Publisher: Sony	75%
8	NE	**KILLZONE** ■ Developer: Guerilla ■ Publisher: Sony	88%
9	8	**THE URBZ: SIMS IN THE CITY** ■ Developer: EA ■ Publisher: EA	50%
10	NE	**TIGER WOODS PGA TOUR 2005** ■ Developer: EA ■ Publisher: EA	82%
11	3	**TONY HAWK'S UNDERGROUND 2** ■ Developer: Neversoft ■ Publisher: Activision	89%
12	2	**CONFLICT: VIETNAM** ■ Developer: Pivotal ■ Publisher: SCI	76%
13	NE	**X-MEN LEGENDS** ■ Developer: Raven ■ Publisher: Activision	69%
14	3	**RESIDENT EVIL: OUTBREAK** ■ Developer: Capcom ■ Publisher: Capcom	90%
15	NE	**SEGA SUPERSTARS** ■ Developer: Sega ■ Publisher: Sega	80%
16	NE	**THE INCREDIBLES** ■ Developer: THQ ■ Publisher: THQ	72%
17	NE	**COLIN MCRAE RALLY 2005** ■ Developer: Codemasters ■ Publisher: Codemasters	88%
18	NE	**CALL OF DUTY: FINEST HOUR** ■ Developer: Spark ■ Publisher: Activision	87%
19	NE	**ROCKY LEGENDS** ■ Developer: Venom Games ■ Publisher: Ubisoft	66%
20	9	**RATCHET & CLANK 3** ■ Developer: Insomniac ■ Publisher: Sony	92%

▶01 SAN ANDREAS

It's still there, and we don't expect it to budge anytime soon. Remember, *Vice City* was in the charts for *months*.

▶03 FIFA 2005

Now, criminally, miles ahead of *Pro Evolution*, *FIFA* is stinking up the charts like an old man's nappy.

▶08 KILLZONE

It just popped in to say hello. A fairly dismal entry for one of PS2's finest shooters. But then, it's no *San Andreas*.

▶18 CALL OF DUTY: FINEST HOUR

Eh? We expected this to place a little higher. But once again, it's no *San Andreas*. Shame.

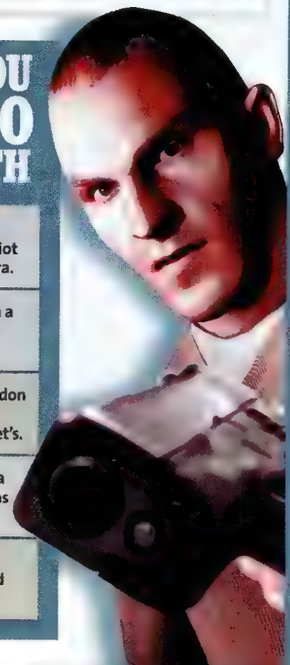
JAPANESE TOP 5 PS2 GAMES

1	**TALES OF SYMPHONIA** ■ Developer: Namco ■ Publisher: Namco	
2	**METAL SLUG 4** ■ Developer: SNK Playmore ■ Publisher: SNK Playmore	
3	**SPECIAL FORCE: RADICAL ELEMENTS** ■ Developer: Idea Factory ■ Publisher: Idea Factory	
4	**KOWLOON YOURNA GAKUENKI** ■ Developer: Atlus ■ Publisher: Atlus	
5	**GENSO SUIKODEN IV** ■ Developer: Konami ■ Publisher: Konami	

***Tales Of Symphonia* remains at the top... again! But sneaking up is SNK's mental side-scroller *Metal Slug 4*. The Japanese still love a bit of retro-action it seems.**

10 THINGS YOU MUST DO THIS MONTH

1	Toss a grenade down a croc's gullet. Then eat the remains.
2	Pimp your dad's Volvo out with neon and chrome trims.
3	Steal a helicopter from mid-air and blow things up.
4	Don some pants and organise a PPV in your front room.
5	Impress people with 'power socials'. Or just speak to them.
6	Wave your arms around like an idiot for a small camera.
7	Start a fight with a tree and pretend you're Gandalf.
8	Strut around London calling people 'faaahkin' mahpet's.
9	Ponce around in a pair of pantaloons like the Prince.
10	Somehow gain super powers and save the planet.



MOST WANTED

THIS MONTH: TONY BURROWS FROM NORWICH

Tell us what games you want to see and we'll get 'em for you!

1	**DEVIL MAY CRY 3** ■ Developer: In-House ■ Publisher: Capcom
2	**FINAL FANTASY XII** ■ Developer: Square Enix ■ Publisher: Square Enix
3	**SPLINTER CELL 3** ■ Developer: Ubisoft ■ Publisher: Ubisoft
4	**GRAN TURISMO 4** ■ Developer: Polyphony ■ Publisher: Sony
5	**RESIDENT EVIL 4** ■ Developer: Cap;com ■ Publisher: Capcom

Your most wanted games – updated monthly!

WHAT DO YOU WANT? Ever flicked through PSM2 and wished that we'd done a bit more on *Mobile Suit Gundam Z: AEUG Vs Titan*? Well tell us what you want and we'll put it in the mag! Just email a list of what you want to see to us at psm2@futurenet.co.uk.

IN THE ARENA ANYTHING GOES

©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. ® and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

CHOOSE YOUR WEAPON: Swords, axes or severed body parts. Then battle your way through ancient Rome, going head to head with centurions, gladiators, elephants and wild tigers. Take part in classic chariot races and infiltrate regal palaces with deadly stealth attacks. Your mission: to restore justice to the corrupt Roman Empire.

18

CAPCOM
shadowofrome.co.uk

WINNING THE CAR'S JUST THE START

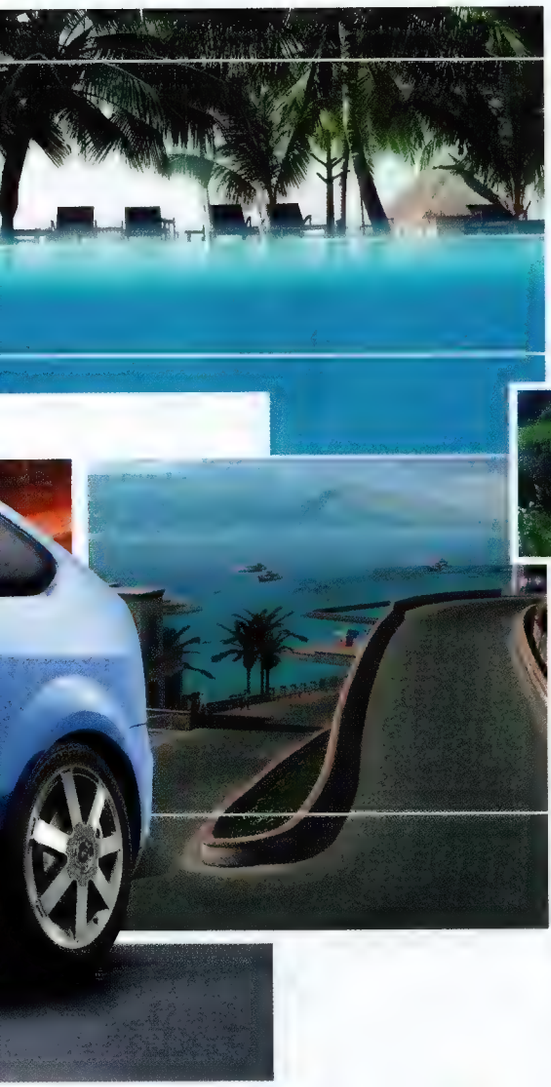
, "PlayStation", Gran Turismo and " " are registered trademarks of Sony Computer Entertainment Inc.

Logitech, the Logitech logo and other Logitech marks are owned by Logitech and may be registered.

Closing Date: 31st May 2005. Main prize winner must be aged 18 or over and have held a valid UK driving licence for a minimum of one year. See www.gt4real.com for full terms and conditions. Main prize Ford Focus Titanium GT4 may differ from the model shown.

GRAN TURISMO® 4

THE REAL DRIVING SIMULATOR



GT4REAL

GET BEHIND THE WHEEL OF YOUR SPECIAL EDITION FORD FOCUS TITANIUM GT4 AND GET READY TO EXPERIENCE DRIVING HEAVEN. YOU'LL BE TOURING AROUND EUROPE'S MOST CHALLENGING AND PICTURESQUE LOCATIONS FOR 10 DAYS, TAKING ON THE NÜRBURGRING AND THE ALPINE GLORY OF CHAMONIX, CRUISING THROUGH PALM-FRINGED MONTE CARLO AND MAJESTIC PARIS. ALL WITH LUXURY HOTEL STOPS AND £1,000 IN YOUR POCKET.

PLUS, WIN OVER 30 RUNNERS-UP PRIZES, INCLUDING PLAYSTATION®2s, DIGITAL CAMERAS AND LOGITECH DRIVING FORCE PRO™ STEERING WHEELS, THE OFFICIAL LICENSED WHEELS OF GRAN TURISMO®4. TO GET YOU IN THE MOOD FOR THE TRIP, IT'S TIME YOU PUT IN SOME SERIOUS ROAD HOURS ON GRAN TURISMO®4, THE MOST REALISTIC DRIVING SIMULATOR EVER. OVER 700 CARS, 50 TRACKS AND PICTURE-PERFECT LOCATIONS. DRIVE THE CARS YOU'VE ONLY EVER DREAMT ABOUT.

Ford

Logitech

TO GET GOING, ENTER AT WWW.GT4REAL.COM

Fun, Anyone?

PlayStation 2

INFOSTRIP

DETAILS
Developer: Polyphony Digital
Publisher: SCEE
Players: 1-6
Memory Save: [illegible]
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

GAMEFAX
Driving
Rally
Racing
Customise

TRIVBURST
- 50 tracks
- Over [illegible] and 650 cars
- New 'B-spec' 'management'
- Two-player split-screen goes [illegible]

TOP 5 GRANS?
- Super Gran
- Gran [illegible]
- Gran [illegible]
- Gran [illegible]
- Nanal [illegible]

PUBTALK
"The smart arse thing to say every time [illegible]"

GAMEPIE
100% Earning cash
[illegible]

PSM2 GAME OF THE MONTH

PSM2 GOLD AWARD

After feeling your heart flood with air guitar warmth as the squealing *Gran Turismo* Jap-rock anthem kicks in during the opening sequence, going on to nail a couple of new tracks in Arcade mode and opening up the Gran Turismo Resort map (GT mode) with its astonishing array of challenges and supercar shopping list, how did *GT4* reward us for completing our first cup? With a 1.4 Volkswagen Lupo. Jesus. Not much has changed, then. Developers Polyphony Digital still want to make you drive your ass to breaking point before you can afford to take the fastest, most desirable motors in the game for a test drive, let alone park them in the cool shade of your garage. *Gran Turismo 3* demanded a legendary amount of dedication to crack the 100% completion mark, and its sequel ups the ante by an official Kyoto mile.

While some of the new features in *GT4* do ultimately feel like padding to make up for the lack of a broadband multiplayer element, they do give you an appreciation of the craft that's gone into producing this supreme driving experience. Now you don't have to simply put up with flooring a staggering collection of contemporary and classic cars around the most testing, beautifully realised racetracks on PlayStation 2 – you can take on the role of race team manager and photographer as well.

Naturally, you'll dip into Arcade mode first to try out the new courses and cars. The tracks are divided into four themes, with rallying, city circuits, real world locations and made-up raceways all accessible from the start. A handful of these you'll have experienced in

GT3 (Swiss Alps, Tahiti Maze, Tokyo R246...), but there's a rich assortment of new courses which can be approached in normal or reverse modes from the start. Gran Turismo's been opened up to cater for a wider range of driving experiences now. At one extreme, the infamous twitchy Nurburgring Nordschleife (deemed such a significant inclusion by Sony that they awarded it a press release all to itself) buys instant credibility among petrolheads, at the other, the foot-to-the-floor burn of the Las Vegas Drag Strip feels a little forced. Throw in a snowbound rally stage and sightseeing rushes around Paris, Hong Kong and New York, and you've got almost every race location cliché covered (you need San Francisco for the full set).

GRAN TURISMO 4

The most awaited driving game of 2004 arrives a year late. PSM2 finds out if the delays have been worth it – or if the real driving simulator's big end has finally gone...

THE MONEY SHOT

Look at it! Just look at it! Every time you look at the game, you'll pop a little money shot of your own. The presentation's just absolutely immaculate...

GRAND TURISMO: The Grand Canyon course is one of the most rewarding of the dirt tracks. We suggest you head here first.

PITMAN AND HER: There's no need to pit stop during the races with few laps. But keep an eye on tyre wear on longer courses...

ROLF PARIS: The city courses are some of the most demanding in the game, requiring lots of gear-changing busywork.

"GT3 DEMANDED LEGENDARY DEDICATION – GT4 UPS THE ANTE BY AN OFFICIAL KYOTO MILE..."

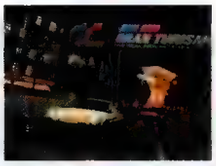
Polyphony play their first Joker in Arcade mode. As well as racing in the regular 'A-spec' fashion – you, a wheel and three pedals – you've got the option to see things from a different perspective in 'B-spec'. You select your car and course as usual, but instead of putting you in the driving seat, you're charged with making difficult decisions from the viewpoint of a team manager. Difficult decisions like, er, 'overtake now', 'pit stop', 'drive slower' or 'drive faster'. The commands are limited, certainly (there are five different levels of race pace), but, with the option of viewing things from a Race Monitor view (a data screen showing the action in realtime via a series of moving menus and displays, rather than from the perspective of the car on the track) it should keep laptime junkies happy. Pick the right combo of car and course and, as you can speed up the action by up to five times, it's a great way to build up the cash in Gran Turismo mode.

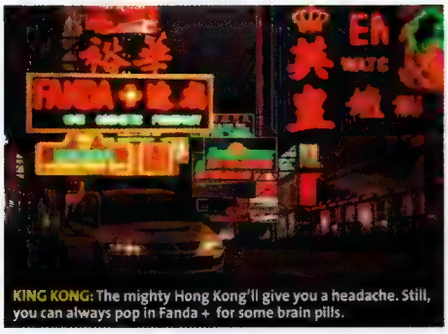
As always, *GT* mode's where you'll spend the bulk of your game time, passing licences, entering races, spunking your winnings on new cars and tuning them into next week. It's more enticing than before, with a clear 'guide map' presenting you with the various routes you can take. The car dealers are spread around 'Gran Turismo Resort' – don't even dirty Aston Martin's showroom carpet until you've built up some serious savings – as well as various themed race halls which you'll need to enter once you've got a car suitable for the races they hold. It's still a tug of love selling low-powered pisspots you've nurtured into sharp racing machines via warm cash and the wealth of tuning menus, but then you'll never be able to afford the flashy motors that you really want to be seen driving otherwise.

Polyphony choose GT mode to introduce another new feature – one that allows you to

APPLE PRIZE: New York's regimented road layout ... some lengthy straights to peel down. Peel. Big Apple. See?

HILLS ANGEL: Be prepared for a steep incline right at the start of this beautiful course. You'll eat it up in a BMW M5...





KING KONG: The mighty Hong Kong'll give you a headache. Still, you can always pop in Fanda + for some brain pills.

ONE LADY OWNER

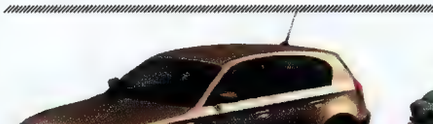
Gran Turismo feaures the widest assortment of cars in the series. More than 80 vehicle manufacturers are involved in the game and, as well the latest model updates, it also tracks back in time to let you experience some choice classics. And some motor industry oddities. It places special emphasis on cars from the '80s and '90s and you can view the motor selection screen via manufacturer name, or switch to a handy timeline to help you make a more creative decision about what to take out for a spin round the countryside. One minute you can experience the German delights of a BMW M5, the next try to cage the ferocity of an SLR McLaren. See how a 2005 Ford GT stacks up against a 1969 Ford GT40 (you can probably guess the outcome). Blow the cobwebs out of a 1949 Volkswagen Beetle 1100 Standard and feel the high-pitched whine of a Mazda RX-8. If you love driving on the ragged edge, we could forgive you for glancing in *Burnout 3*'s direction. But if you love cars, you simply can't look anywhere else. While *Gran Turismo 4*'s course design may be a little uninspiring at times (too many racetracks), you'll never be bored by the unrivalled wealth of cars on offer.

JAPAN

The cream of Asian motors. And a Carol 360 Deluxe. Sharply styled rides that want to be punched around narrow streets.

USA

Big and boxy, and a little bit tame up against Japan's fiery output. It's rare that we fill our garage with US motors.



EUROPE

Stylish cars you'll want to test and test again. Aston Martin, Land Rover, BMW, VW – some fine examples of their output.

UNWANTED

There are some cars that we just don't want. A Honda Today? And a Cappuccino. These are cars for OAPs to tootle about in.

"TAKE YOUR METAL CHILDREN TO PICTURESQUE PLACES AND TAKE INSPIRING IMAGES"

capture your car collection forever (or until you format your memory card). As well as a Music Theater (sic) and a Replay Theater waiting for you on the map, you'll be able to select Photo Travel. Here you can take your four-wheeled metal children to various picturesque locations around the world and take inspiring images of them. The shooting screen allows you to position the camera pretty much anywhere, adjusting the height, angle, lens aperture and shooting position to produce a picture that truly captures your motor's oily personality. You can also take pictures of your car in motion for that added touch of dynamism.

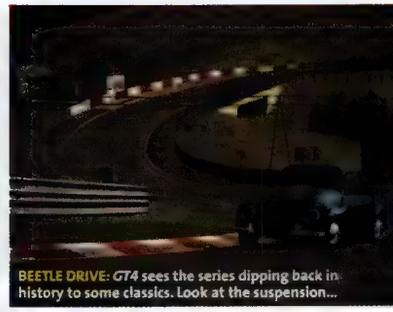
Unbelievably, we've managed to get this far into the review without gushing about the graphics. It's because we don't need to.

EXTRAS! EXTRAS! EXTRAS!

Tuning

- There are eight areas to enhance in the tuning menu. These include engine, drive train, intake, exhaust, brake and suspension. Tyres are vital to get right – tyre wear's indicated on screen in B-spec mode, so you'll know when to pit.

STEER WE GO: The human face (or helmet) of Gran Turismo. Nice detailing in the driver's patches too, Polyphony...

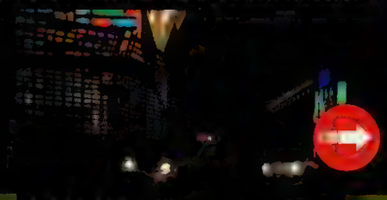


BEETLE DRIVE: *GT4* sees the series dipping back in history to some classics. Look at the suspension...

THE LAST RESORT

Gran Turismo mode is where you'll find us most of the time, trying to enhance the contents of our garages. There's so much to get involved with here. Welcome to Gran Turismo Resort...

Here's the guide map to the resort. It's full of halls, 'car towns', theaters, the license center and an auto shop where you can clean your car.



REPLAY

Save your favourite replays to the memory card and you can savour your best moments over and over again by visiting the Replay Theater.

Sit back and relax in the Music Theater with your choice of background music. You can also choose the tracks for replays and slideshows.

At the GT Auto, you can buy wheels, have your oil changes or watch a couple of keeners wash your car. This is our first car, so we're taking care of it...

UP THE REAR

Can you believe we used to play racing games without rear-view mirrors? Blocking's an essential tactic in Gran Turismo...

AUDIENCE

There's still something not quite right with the inhabitants of the GT universe. By the time GT5 comes around on PS3, Polyphony should be giving us a quality of man-modelling that matches the cars' and locations'.....

G-SPOT

At the bottom of the screen is a visual indication of the forces being applied to the car as you negotiate the twists and turns of snaking tracks such as Costa di Amalfi here. The 'G-meter' dot slides left and right as you weave your car around – be prepared to lose control (or at least take a bend in the rough) if it ends up at the extremities of the bar. Dumbass...

SPEED

Displayed in mph, or the tastefully european kph, you'll need to watch the meter on sharp bends.

GEARS FOR FEARS

Along with the driver feedback dials, there's now a handy gear selection icon. Approach a corner too fast, and you're shown the correct gear for the situation. Invaluable.

PEDAL POWER

The blue and red meters show, respectively, the amount of throttle and brake pressure applied. They were previously only available in *GT3*'s replay mode, and can help your driving immensely.

WARNING

Screeching tyres are accompanied by a triangular warning flash. You're hurting me, the car's trying to tell you.

LUBE

Don't forget to get your oil changed regularly by the fellas at the GT Auto.

102 DIALS PER HOUR

Although there are three different views, the only choice for real men is the one shown here. Definitely don't opt for the external one during a rally stage, or you'll be overcompensating for every slide.

REPLAY

And we're back to the start again, watching your finest moments in the Replay Theater. GT mode's as addictive as ever. Be warned.

DATA

You can switch to this Race Monitor view in B-spec. It relays live info, and you can adjust the view settings as in Broadcast view. Hmm...

BUY

Soon you'll be able to afford much more attractive cars (that you won't want to touch with a tuning dangerous) when it's in your...

You'll need to pass various licenses in order to join races and win cash. If you've played *GT* before, you'll know the type if challenges to expect.

During the licence test, you can 'take a break' after stage eight. Fun stuff involving bollards is the order of the day. Don't hit 'em, OK?

SAVING YOUR BACON

Brilliantly, you can get a head start in Gran Turismo mode if you've got an existing save from Gran Turismo 3 or GT4 Prologue on your memory card. If your GT3 save's still on there, you'll be able to start with more cash in GT4, so you can afford a meatier car from the start. EA have been offering this kind of feature for years. If you cleared a licence test in Prologue, you won't have to do it all over again in the full game. Sighs of relief all round at PSM2 Towers...

NEW TRACK CITY

Here's some examples of the more notable new courses on offer in the game. We've carefully avoided the yawnsome racetrack loops and put aside the testing Nürburgring Nordschleife experience (there's plenty of shots of that elsewhere). Each can be tried in reverse from the start, too.

Surely one of the first courses Polyphony worked on – it stinks of time being well spent on it. A supreme blend of tight design and detailing.

The glare of this city's excessive street lighting can cause novice drivers to go all shaky in the eyes. It's sharp corners demand hardcore handbraking.

An original course which starts at sea level, rises up to over 120 metres above it, before slipping back down again. Beautiful scenery, too...

Taking the prize for daftest name, El Capitan sees you driving at 200mph an area of pristine natural beauty. Go on, pull over, take it all in.

Long and straight, just how we like it. It's a little at odds with the rest of the game, but Polyphony are trying to represent the whole driving experience.

Had enough of dirt and dust? Try your hand at a bit of speed skating. Makes a refreshing change to the dull racetrack circuits, for sure...

Aah, gay Paris. Beautiful architecture hammers past. You won't have time to look at because you'll be twatting into barriers all the time.

A bit plain looking in static screenshots, but a taut driving experience in practice. A Honda Civic Type R's a perfect workhorse for these narrow streets.

A good balance of straights, easy corners and the odd slow fiddly bit makes the New York circuit relatively pain free to drive.

Can't be arsed to pass all those licences and enter all the races? Simply pop down one of the used car garages and pick up a stinker.

You can use your second-hand (sorry, 'pre-owned') machine in both A-spec and B-spec races in Gran Turismo mode. A-spec puts you in direct control...

... B-spec makes you watch an interactive movie. On a long course (such as the Nürburgring, here) it can be very tedious. Quick, speed it up.

You can opt for a fully modded-up model, such as this Spoonie. Or is it Spooner? Pricey, mind. And a little bit of a pig to look at.

It's hard to resist the lure of the tuning shop. It's a place you'll be forced to window shop at for a while, though – isn't life expensive?

TYRE WILCOX: A TVR slips through the Hong Kong night. Makes you proud to be British. Or Russian.

CAR PORN

Photo Travel lets you place your car against stunning international backdrops and take artistic shots with a special virtual camera. Treasure the memories...

First you need to select the location you want to set up your vehicular photo shoot in. The park with autumnal Japanese trees makes a great background. The fish market doesn't. You'll then be treated to this camera interface. You use the D-pad to select the various buttons on the right of the screen, then hold down ⊗ and waggle the left stick to adjust their settings on the map screen.

There's a good degree of freedom in camera placement, and you can fiddle with the likes of focus and aperture to create some interesting results. Give your image a mono makeover for that classic touch. There's also the option to move the car, turning its front tyres into a more photogenic position, or setting it in motion to capture the awesome power of your gutsiest machine.

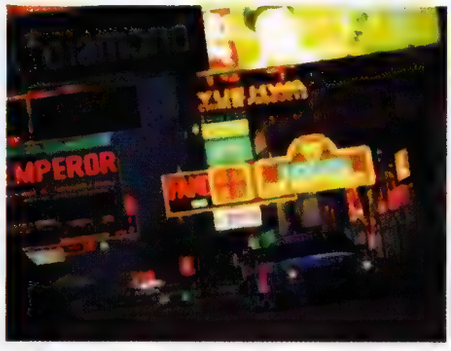
What do you do with your best compositions? Show them of, of course. You can save them to your memory card, a compatible Sony USB memory device (so you can take your images over to your computer), or hook up your PS2 to a suggested Epson printer and get a hard copy. You can guarantee we'll be setting up a GT4 Photographer of the Year competition as well...

You've seen yourself, in our relentless coverage in the mag and on the DVD up to this point, how much it's teasing from the hardware. Take a spin around the Grand Canyon dirt track and watch dumbass members of the crowds run out of your racing line at just the right moment (they're far less static than in *GT3*), while you stare slack-jawed at the awe-inspiring scenery behind them. Trundle around New York or Hong Kong and be impressed at the detail in the neon cityscapes. And you'll never tire of the shadow and reflection effects in the forest courses. It raises the bar yet again.

GT4 represents a maturing of the series rather than a reinvention of the *Gran Turismo* concept. We didn't expect anything else. A more considered, interesting proposition with just the right balance of depth and fun, it again leaves the rest of the PS2 motor crew sucking on its stinking exhaust. It's a game that's not afraid to mix up low-powered 'novelty' motors from earlier motoring decades with today's hot hatches and supercharged tourers. Fancy Pokémon for grown-up human men, a collect-em-up you're not embarrassed about discussing down the pub. And yet... there's still a nagging doubt that, somehow, it could have been better; chamoied to perfection.

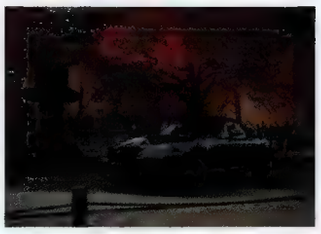
"STARE SLACK-JAWED AT THE AWE-INSPIRING SCENERY... REVEL IN THE CITIES' DETAIL..."

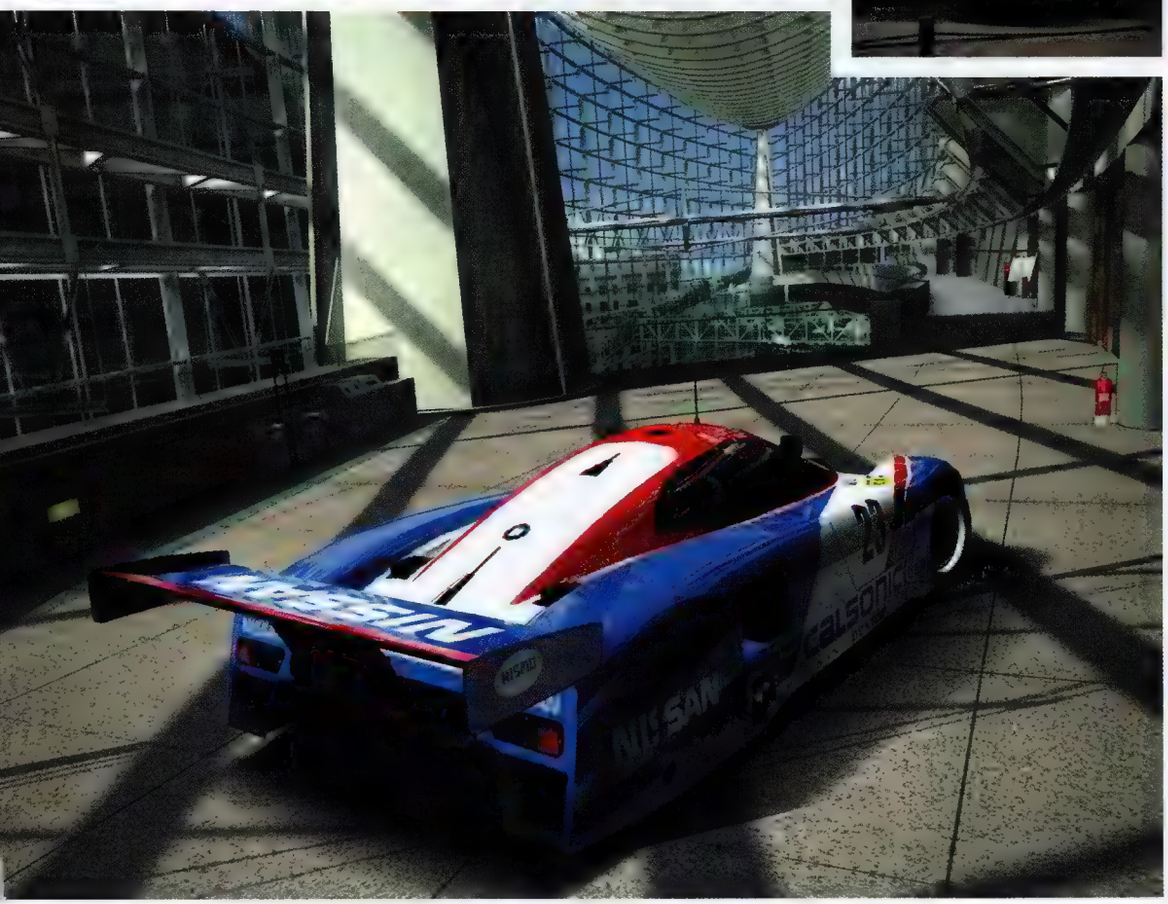
Don't get us wrong, it's one of the most captivating videogame experiences created by the hand of fast-driving



LIGHTS BE HAVING YOU: A Peugeot head-to-head. Now *that's* worth watching...

MINI DRIVER: It's like a scene from The Italian Job (but one that was deleted).





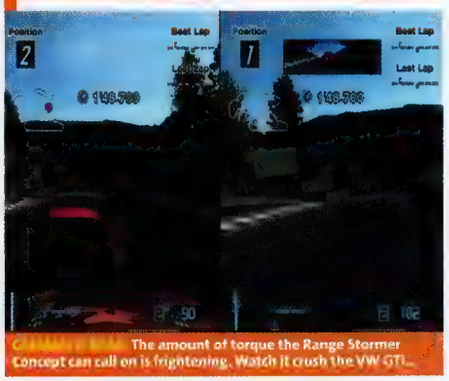
PAIR ENOUGH

The speed and smooth frame-rate are maintained in the two-player split-screen mode. Initially, there's a more limited choice of courses to tackle though (there's only one dirt track open for instance, compared to the single-player's three) and it does bring home how essential it is for Polyphony to get a full online race up and running in the next instalment. The single-player game's where the greatest rewards come, but a driving deathmatch is certainly more fun...

Hawkins' Aston vs Griffiths' Merc on the streets of the French capital. Dan G loses and doesn't take it well.

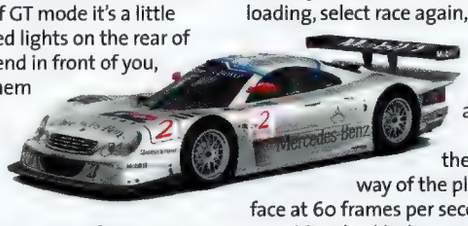
JAP'S ENTER... It's Mazda vs Nissan car-clash.

...Both are ...ack on the Swiss Alps.



...The amount of torque the Range Stormer Concept can call on is frightening. Watch it crush the VW GTI...

Japanese man; forget the inner city bling of *Need for Speed Underground*, *Gran Turismo*'s the one racing game you really should want everyone you know to see you playing. The problem? The AI of your rival drivers still proves a little basic at times. During the early stages of GT mode it's a little simple to watch for the red lights on the rear of the cars approaching a bend in front of you, outbrake them, bundle them off their racing line and peel ahead. Despite the inclusion of more human elements this time (drivers, pit stops, men congratulating you on your performance in the license centre tests) it still feels like you're racing a bunch of robots who aren't keen on exploring a different strategy each time you take them on. Combined with the lack of car damage, it does *just* enough to briefly spoil your suspension of disbelief. There's also no quick reset in Arcade mode (you have to exit the race, wait for a bit of loading, select race again, wait for a bit of loading...), and there's no sign of the new Ford Focus. Not that we're assed about that.



Trouble is, none of the above really gets in the way of the pleasure this flings at your face at 60 frames per second. There's already a grumbling backlash worming its poisonous way through certain internet forums. Racing fanboys who are already considering avoiding this in favour of the prospect of *GT4.5* – with rumoured broadband link-up in place – that 'should' arrive later this year in Japan. Or *GT5*, complete with all-new car damage (we'll see). Or just refusing to buy a 'slightly better looking' version of a game they were playing two years ago. That's the problem with the internet. They let anyone on it these days.

No. *Gran Turismo 4* isn't perfect. Nor is *Metal Gear Solid 3*. Nor (whisper it) *Grand Theft Auto: San Andreas*. But life's too short to worry about their imperfections. Buy *GT4*. It's the only real driving simulator worth getting. **Marcus Hawkins**

Import GT4 now – or buy it here in March.

"NOTHING GETS IN THE WAY OF THE PLEASURE THAT THIS FLINGS IN YOUR FACE AT 60FPS"

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ As thrilling a drive as it's ever been. – Drone drivers do stick to their routines.	+ Beautiful cars, stunning landscapes. – The spectators look a bit superimposed.	+ Distinctly different engine sounds. – The rawk soundtrack gets a bit repetitive.

LIFESPAN

Just unlocking the decent motors is going to take you days of play, then you'll never tire of trying to shave seconds from your lap times.

MINUTES ... YEARS

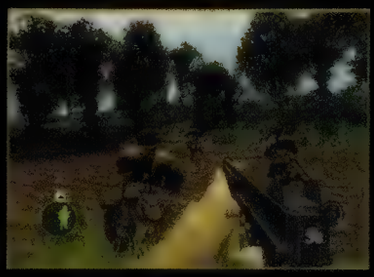
IT'S BETTER THAN... NFS UNDERGROUND 2

IT'S WORSE THAN... BEING MICKY SCHUMACHER

GT4 occupies the same place in our hearts today as *GT3* did in 2001. We might have expected more, but it's peerless nonetheless.

92

"Based on a true story"



March 2005

www.brothersinarmsgame.com

16+ www.pegi.info

PlayStation.2

XBOX LIVE

DVD ROM

BT

gearbox software

UBISOFT

"The men I led into Normandy were a squad,
the men I led out were brothers"
Sgt Matt Baker - 101st Airborne
BROTHERS IN ARMS™
ROAD TO HILL 30

©2005 Gearbox Software, LLC. All rights reserved. Published and distributed by UBISOFT Entertainment under license from Gearbox Software, LLC. Brothers in Arms Road to Hill 30 is a trademark of Gearbox Software and is used under license. Ubisoft, ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Gearbox Software and the Gearbox logo are registered trademarks of Gearbox Software, LLC. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, the Xbox Logos and Xbox Live are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.

"IN DANGER OF BEING THE WEST HAM OF GAMES"
FIFA STREET PAGE 44

Hands

LEGO STAR WARS
Look over there – it's the game that could be the nicest surprise of 2005. It's Star Wars. It's Lego. It's gonna be brilliant, we reckon.

DEVIL MAY CRY: DANTE'S AWAKENING
After the letdown of *DMC2*, you might not have much sympathy for the *Devil*. But *DMC3* looks like being superb. Read on.

MERCURY
A proper look at PSP's most original title. Exhilaring, angering, compellingly addictive this could be the best PSP launch game. *Mercury* is rising.

You want more?!
As ever, we oblige. Look at Full Spectrum Warrior (pg 41), Fight Night Round 2 (pg41) and EA's 'urban soccer sim' FIFA Street (pg44). It's all you need.

WELCOME...

DAN D

The last time we were this excited about Star Wars we were chest deep in the bath trying to pull Boba Fett's missile out of his backpack. You couldn't of course – toymakers Hasbro had been forced to superglue the missile in place after some stupid American kid had shot himself in the face with the prototype, leading to five minutes of mild discomfort before he regained 20/20 vision. Or something.

It's been the same with Lucasarts' games for years – the illusion of playing with Star Wars with none of the fun. Could you hurt Luke Skywalker in *Star Wars: Battlefront*? Could you bollocks. Did the Episode II game really boil down to a crap Jango Fett spin off and – gak – *a clone wars* game, when all we wanted was to twat Count Dooku with Yoda? Exactly. Beardy 'ol Lucas has been so protective of his franchise for years that it's sucked out all the fun.

So hooray for *Star Wars Lego*, Eidos' brilliant co-op adventure that lets you whack each other with light sabres, kill droids *for no reason* and – yes – lop off Jar Jar's leg as he hops off squealing. That's what games are all about – a little bit of the dark side does you good.

"STAR WARS RECREATED IN LEGO – IT'S A FAT TOYBOX OF SCIENCE-FICTION FUN"

PSM2 PREVIEW PROMISE

PSM2 is always first with the biggest and best games. Every issue, you can rely on us – here's why!

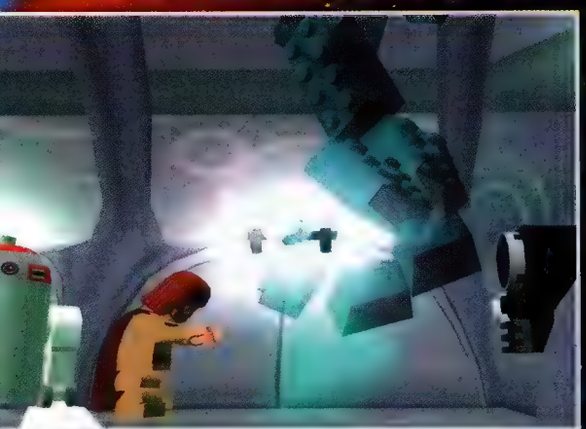
- Unlike any other PS2 mag, we play every game we preview – that means hands-on opinion, not yet cynicism.
- We're gamers just like you – so we print the detail you demand. Check our sidebars for the latest facts and stats.
- PSM2 is 100% editorially independent! You won't get the same quality of hard-hitting, informed, passionate reviews anywhere else.
- We feature more screenshots than any other magazine.
- You can see what we've played! The PSM2 DVD features in-game hands-on footage we've taken just for you.
- PSM2: No one else is close. And don't you forget it.

BECAUSE WE PLAY EV

Publisher: Eidos
Developer: Travellers Tales ■ ETA: April 2005

LEGO STAR WARS

Not a tedious cash-in-for-kids, rather a gleeful actioner that excites, charms and makes us love Star Wars like we did before the ~~shit~~, er, maligned Episode I.



ANTICIPATED FEATURES

- Multiplayer 'drop in, drop out' feature lets players pop in and out of the action on the fly when another pad is plugged in.
- Authentic sounds and music from the films provided by Skywalker Studios. Expect a full-on John Williams orchestral score for accompaniment.
- Control a wide range of vehicles from Naboo fighters, speeder bikes, pod racers and super-secret stuff from Revenge of the Sith.

In days gone by when everyone rode penny farthings and wore stove-pipe hats, kids had to entertain *themselves*. Now, as the human race continues to edify itself, computers have rendered such tasks obsolete. "Thinking up our own amusement? No thanks – we've got videogames! People have already done the thinking for us!" We don't have to imagine *anything* anymore – it's all there in front of us, rendered in polygon-o-vision. It might as well be real! Just like *Rumble Roses*, right? *Right*? Bugger.

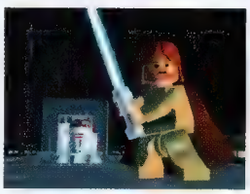
Anyway, whereas kids from the past had to create their own fantasy worlds with Lego, we have *Lego Star Wars* to do it for us. And what's more, we don't have to nudge stuff around with chubby infant fingers, knocking tiny buildings over through juvenile cack-handedness – we simply prod an analogue stick and, through some kind of techno-voodoo, we can manipulate the biggest, most expensive Lego set in the world *without touching a thing!* Except for the aforementioned analogue stick, that is.

The premise is simple. The developers have taken the last three Star Wars films, recreated them in digital Lego form and then built a game around it. Fighting Darth Maul? Escaping Naboo? Scrapping with Jango Fett on Kamino? Man, it's all there, along with countless other neat touches and extras. It really is a huge fat toybox of Lego-flavoured science-fiction fun.

First off, there are 51 characters to unlock including Darth Vader, Yoda, Chewbacca, C-3PO, Padme, R2-D2, Qui-Gon, Obi-Wan, Captain Panaka, The Emperor, Mace Windu, Jar Jar Binks, Darth Maul and a couple of Episode III folk we daren't name for fear of spoiling your face off. Even better, every single character has a different skill that makes unlocking them actually worthwhile. If you can't get somewhere in a level, come back later with someone you've managed to unlock elsewhere and their powers might just hold the answer. For example, Yoda is a master fighter, the despicable Jar Jar can jump higher than everyone else, Darth Vader is particularly strong with the force and most of the droids can open doors that can't otherwise be unlocked.

Then we have the levels themselves. As mentioned before, every set-piece from the films has been recreated making for some genuinely exciting missions. We played the opening throes of Phantom Menace a great deal and can report that it's immense fun. Problem is though, we were playing in co-operative mode and it was utterly

PLASTIC FANTASTIC: The visuals are crisp, detailed and ooze simplistic charm.



HARD DRIVE: Collect pieces of Lego to make your own vehicles.

FLY IN THE SKY

By collecting Lego sets hidden throughout each level you can create a vehicle at the end of each mission which can then be flown or driven in minigames. These include pod racers (from Phantom Menace), landspeeders (the thing Star Wars people shoot around the desert in) and even the blockade runner from the opening scenes of A New Hope. Brilliant.

fantastic, but we really can't see it being nearly as gripping with an AI counterpart rather than a mate.

Still, a minor problem. What we really like is the amount of stuff that can be fiddled with in each level. If you're controlling a Jedi, tapping ◎ next to an object surrounded by a *Second Sight*-style halo lets you manipulate it to solve puzzles, collect hard-to-reach objects or, brilliantly, fling enemies around. Seeing a pile of scattered Lego bricks, tapping ◎ and watching them lift up and then fuse together to form an object is massively satisfying and it fills our cold, hard hearts with warm love.

It looks bloody marvellous too. It looks like Lego, in fact, all plastic and blocky. Which to be fair, couldn't have been that hard to pull off, but the game is still visually very accomplished. It has *style* and we like that. We also like how the characters, although gifted with about four facial expressions, manage to appear so expressive. Must be the way they're animated or something. Like when Qui-Gon Jin dies at the hands of Darth Maul, the camera swings 'round to Obi-Wan and he does a little 'Oooooh' face. Hilarious, intentionally or otherwise. The characters have a thousand times more personality than most of the faceless planks we deal with. *Project Snowblind*'s furrow-browed Nathan Frost for example, or even Cortez, the balding, cookie-cut muscleman from *TimeSplitters 3*. We never thought we'd find such character in a tiny block of mute digital plastic.

Since the game encapsulates all three 'Episode...' Star Wars films, there's an entire section of Episode III levels in *Lego Star Wars*. Naturally, Eidos have revealed little, but we

"THE CHARACTERS HAVE A THOUSAND TIMES MORE PERSONALITY THAN MOST"

were treated to a very brief look at one of the Kashyyk levels. In case you don't know, Kashyyk is the home planet of the Wookie race. You know – the big hairy men? Chewbacca? Han Solo's sidekick? Of course you do – and it takes the form of a massive city of treehouses suspended miles above a dense jungle. If you're still not sure what we're blathering about, check out Activision's *Star Wars: Battlefront* – there's a massive level set on the planet in there.

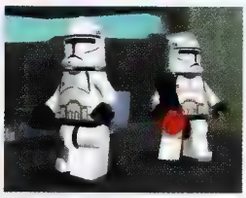
What hasn't been revealed, although we are almost positive it will appear, is a level based around Anakin Skywalker's grizzly transformation into Darth Vader. He falls into a pit of lava and gets seriously monged up, hence the need for the scary black mask. Should make for a good level, and since Lego Anakin is plastic, he'll melt instead of being cruelly, painfully deformed by white-hot deathsludge. It is a family game after all.

With a buddy, *Lego Star Wars* is something very special indeed, although only Star Wars fans will appreciate the myriad fan-pleasing touches within. Non-Star Wars fans won't 'get' everything that's going on but even they'll be hard pushed to be immune to *LSW*'s simple charms. The game's a breeze to control, looks fantastic and is a right load of old *fun*. It's been ages since we were last genuinely excited about a Star Wars game and we're expecting this to be a bit of a belter. And the best bit? You don't have to clean up when you're finished.

Andrew Kelly

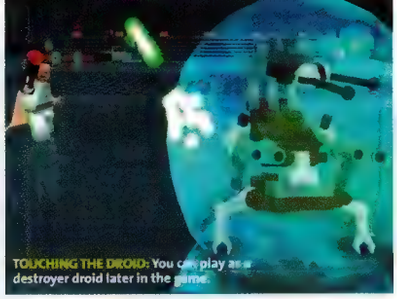
Lego Star Wars is out this April, young Skywalker.

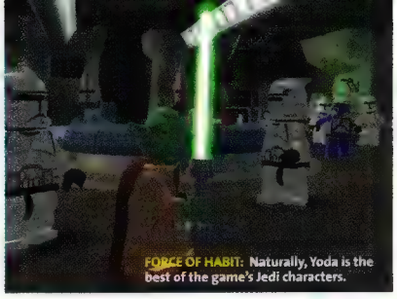
SHIELD OF DREAMS: The destroyer droids are immune to laser fire.

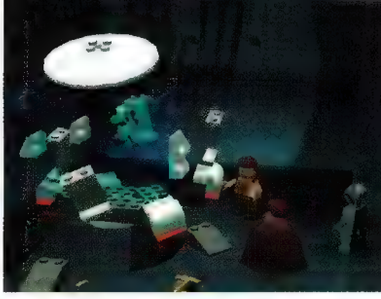


PSM² RECKONS

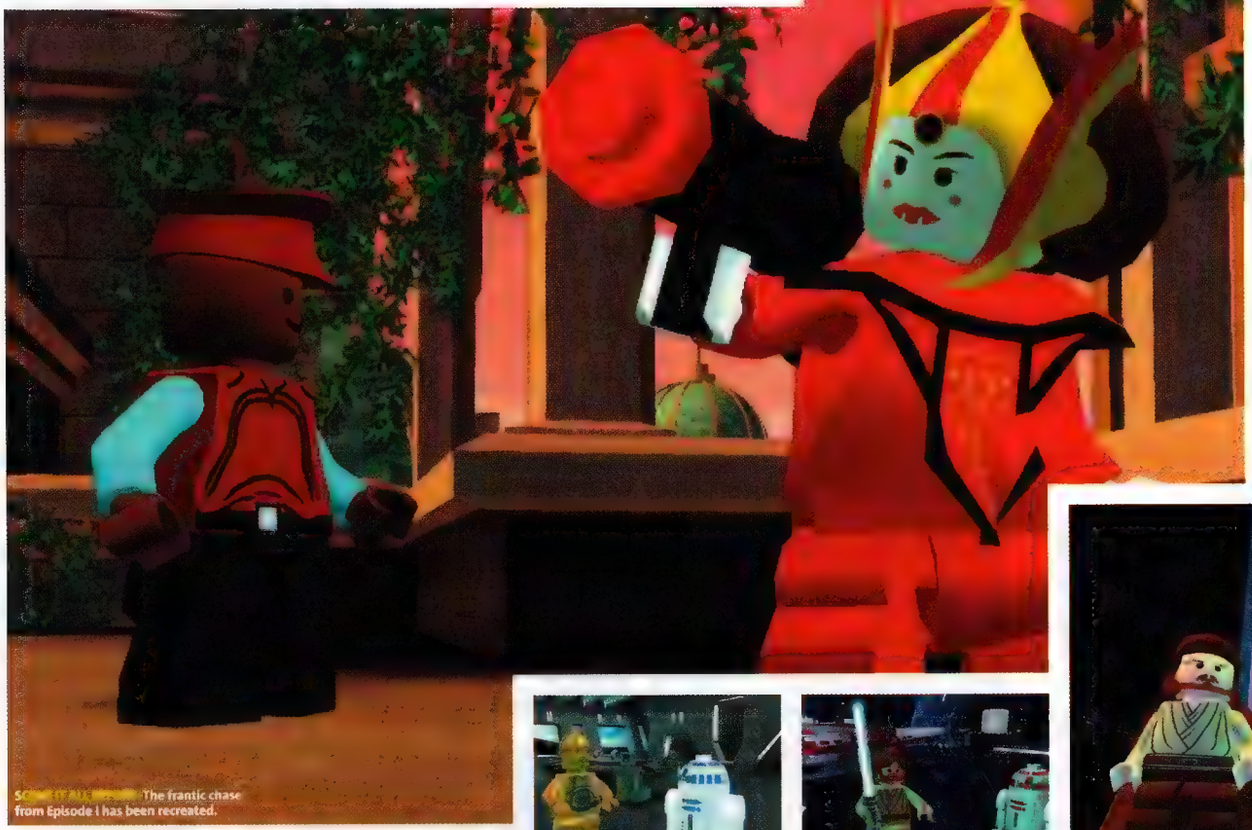
Is it for kids? Is it for adults? We really don't know, although it magically appeals to both. It's the kind of thing a dad and his kid could play together. Star Wars fans will appreciate it most and, hilariously, some scenes actually look better in Lego than in the actual films. Maybe George Lucas should do the films in Lego. Or sticklebricks.


TOUCHING THE DROID: You can play as a destroyer droid later in the game.


FORCE OF HABIT: Naturally, Yoda is the best of the game's Jedi characters.



"WITH A BUDDY, LEGO STAR WARS LOOKS TO BE SOMETHING VERY SPECIAL"


SCENE IT ALL AGAIN: The frantic chase from Episode I has been recreated.

GOOD TO BE BAD

You can unlock and play as a whole host of nasty folk in *Lego Star Wars* from evil destroyer droids (the rolling ball things from Phantom Menace), Sith lords like Darth Maul and even the evil Emperor himself. When you finish a level, you can use one of these characters in 'Free Play' mode to give the action a different slant. And getting all 51 characters is going to take ages. Replay value – that's what we like.

PIT FIGHTER: This is where Maul dies and falls to his death. Fantastic scene.

WE CAN WORK IT OUT: You can shoot Jar Jar in his silly gurning mush.

TOGETHER WE'RE STRONGER

Intelligent team work is the key to *Lego Star Wars*' success. The co-operative stuff works really well and a lot of the puzzles require lateral thinking and teamwork. Creating objects with force powers, moving platforms, controlling other peripheral characters – it's all very well-implemented and, of course, there's always space for mischief. While playing, we couldn't help ourselves and engaged in lightsaber battles with our teammates. There's a certain thrill to be had in mercilessly hacking C-3PO to bits or swiping at Jar Jar Binks and his stupid gobby face. It won't help your progress in the level but it's brilliant nonetheless, and completely tasteful because it's in slapstick Legoland. You see – violence *is* fun. Well, if it's fake that is. Please don't go out and glass anybody.

CHURCH FETT: Yes, you can play as Jango Fett. And yes, you can fly around.

Publisher: Capcom
Developer: In-house ETA: March 2005

DEVIL MAY CRY 3: DANTE'S AWAKENING

PSM2 goes hands-on with Capcom's thriller threequel to reveal why Dante wants to make the sexy with – get this – *a lady who's trying to kill him.*

ANTICIPATED FEATURES

- 20 levels filled with puzzles, intense action set-pieces and carefully-hidden secret missions.
- New weapons and powers, all of which can be upgraded and improved by collecting red souls dropped by enemies.
- Class system lets you dictate Dante's fighting style. Specialize in defence, melee weapons or ranged weapons.
- Set well before the first two games. Discover Dante's past, the secrets behind his power and other revelations.

Before we begin, we will say that this is far from the radical change of pace promised by Capcom in the early stages of the game's development. It's actually, dare we say it, more of the same. But in an entirely positive way. Just about every aspect of the previous two games has been improved upon in terms of gameplay, style, content and execution. It's very much a natural accumulation of ideas and all of the good stuff (most of the first game) has been carried over, leaving the bad stuff (all of *DMC2*) to fester.

The new weapons, for example. They're all fantastic. New additions to Dante's inexplicably deep pockets include a high-velocity rifle, some kind of laser-lobbing-electro-gun and a rocket launcher *with a knife strapped to it.* Additional melee weapons include ice-flinging nunchucks and a pair of stylish butterfly-shaped swords that make every scrap look like the dream of a weapons-obsessed lunatic.

And Dante wields them all in his own inimitable style, flipping, flicking and floating around like the maddest acrobat you've ever seen. An acrobat who's about to shoot your miserable face off and stab you in the heart. The best of these powers lets Dante shoot around the screen in a style similar to *Viewtiful Joe*. He can send send copies of himself swirling around the level and 'teleport' behind enemies, making them susceptible to sneak attacks.

Among the new levels, one particularly impressed us. Dante is trapped in the stomach of an immense, city-dwarfing beast. Among its pulsating innards are shattered skyscrapers, battered vehicles and all manner of pus-spurting 'glands'. You make your way through its body, eventually ending up inside its eye, wherein you hack at its cornea in an attempt to escape.

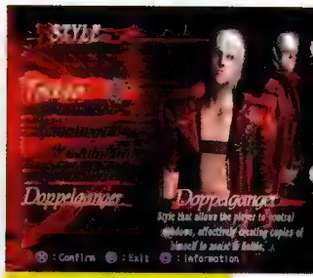
Yes, the series has found its place. The confusion of *DMC2* is but a faint memory, the scrappy camerawork of the first game a glimmer in the distance, and we look forward to playing the finished game in its entirety. This could well be Dante's peak. **Andrew Kelly**

Devil May Cry 3 hits the shops in March.

CUT TO THE CHASE: [illegible] enemies are both numerous and deadly.

CHOP SUEY: Pick the 'swordmaster' class and you can lop limbs off.

PUZZLE FIGHTER: It's not all slashery – you have to solve the odd puzzle too.



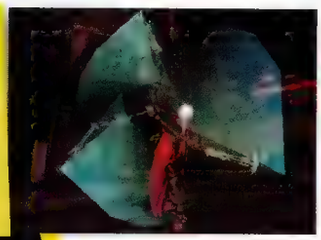
CLASS ACT

The class system has expanded since our last meeting with the game. There are now two additional 'styles' for Dante; Doppelganger and Quicksilver. Quicksilver lets Dante move so fast he seems to magically appear behind enemies, whereas Doppelganger creates a copy that mimics his every movement, allowing him to cause twice as much damage. Combined with the right selection of weapons, specific skills can make levels easier or harder – you need to think strategically.

"NEW WEAPONS INCLUDE A ROCKET LAUNCHER – WITH A KNIFE STRAPPED TO IT..."

PSM2 RECKONS

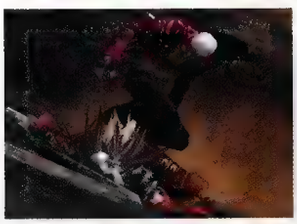
The additions, although many, don't alter the game in such a way as to make it a radical departure. It's actually more like a radical re-hash. The new weapons, the levels (the beast's innards being a highlight) and everything else feel refined, slicker and just *better*. You've seen it all before, certainly, but nothing like as slickly as this.

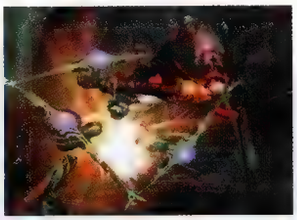


SWING LOW: All sorts of new moves like this are available to Dante.

COCKY BALBOA: As a youth, Dante is cockier, mouthier and, er, smaller.

"EVERY ASPECT OF THE PREVIOUS TWO GAMES HAS BEEN IMPROVED UPON"





KEEP ON CHUCKING: The ice nunchucks in all their glory.

I'M A LADY!

One character you may have noticed is Lady. She may look like Jack White from the White Stripes, but she's actually a demon hunter on a mission to destroy all demons, including <gasp> Dante! But being the cocky swaggering idiot that he is, Dante decides to woo the feisty young buck. Ultimately, they end up working together, but will it all run smoothly? We seriously doubt it.

THE HUMAN TOUCH

All of the cutscenes in *Devil May Cry 3* were performed in a motion capture studio. We'll include some of this stuff on the DVD next month, but for now here are some stills of the live-action storyboard sequence used to plan the game's FMV.

STOP PRESS!

DOGS OF WAR: Your soldiers all have personalities and will speak to each other.

HARDCORE WAR!

FULL SPECTRUM WARRIOR

Originally designed as a training simulator for the US Army, *Full Spectrum Warrior* is a war game with a difference. The difference? You don't actually shoot anything. It's a strategy game, you see, and the cursor is mightier than the sword.

You enter each level with two squads of soldiers, each with unique names and personalities, and your task is to guide them through various war-torn locales in the slickest, most organised way possible. Being a war and everything, there's no room for error. If someone dies, they're dead. And you have to live with the guilt from your horrible, crushing mistakes.

So what's different from the original Xbox and PC games? Well, story mode has been expanded, with two previously download-only Xbox levels, a PC-exclusive level and one new PS2 level, all integrated into the main game. More *Spectrum* for your buck then. Cheers, Pandemic.

This is brilliant. It looks gorgeous, it's one of the few hardcore strategy titles on PS2 and it reeks of quality. Expect a massive preview next month.

BOXING CLEVER!

FIGHT NIGHT: ROUND 2

Another day, another EA boxing game. But we ain't complaining. Since the series made the switch from *Knockout Kings* to *Fight Night*, it's been nothing but excellent. This sequel is no exception, boasting more men, more stadia and, naturally, greater attention to detail. Some of the character models are simply astounding, featuring some of the wettest-looking sweat ever.

But enough sweat talk – how has the game improved? Well, the analogue-led 'total punch control' has been improved, making it easier to handle and just as difficult to master. A good balance, and a change from the usual button-mashery of similar titles like *Rocky Legends*.

They've also ditched most of the hateful 'ghetto' stylings that soiled the first game, although there's still a bangin' hip-hop soundtrack to perfectly compliment the thuggery. You can also heal your cuts and bruises in real-time. Er, lovely.

PSP preview

- Publisher: Awesome Studios
- Developer: Ignition Entertainment
- ETA: April 2005

ARCHER MACLEAN'S MERCURY

Snooker balls, pool balls, metal balls... are there any types of ball that programming legend Archer MacLean doesn't like to wrap his sweaty fingers around?

ANTICIPATED FEATURES

- Six different worlds with varied themes, offering a total of 72 timed, percentage and obstacle challenges.
- Simultaneous link-up play where two players compete to finish each of the single puzzles in the fastest time.
- Soundtrack composed by ex-Silicon Dreams bloke John Hancock, who also produced and played keyboards for Samantha Fox in the '80s. Wicked.

This one had our brain cells in a right twist. It's a bit like fiendish eight-bit Spectrum classic *Spindizzy* crossed with the evil, melting bloke from Terminator 2. Or *Marble Madness* re-jiggled by the people who created *Lemmings*. You get blobs of mercury moulding around walls, plopping down steps and reflecting light like glitter balls on a Christmas tree. And you get floating, surreal, uneven environments full of barriers, nasties and a finish point always so near but oh-so-far away. And it's our first taste of home-grown PSP product.

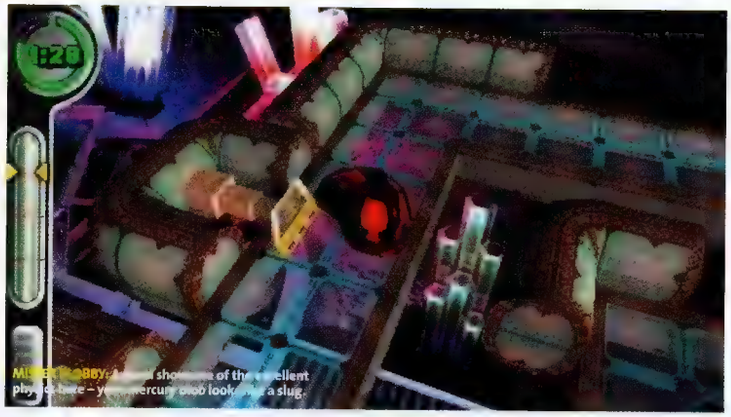
So it's a maze-like puzzle game then. And like all good brain-benders, the actual premise is exceedingly simple. Your aim is to guide mercury blob(s) across several small courses, avoiding perils and tackling all manner of conundrums. There's a trap-blocking mate who looks like that weird thing from cult '60s show The Prisoner, the occasional appearance of Pac Man-like ghosts called Mercoids and large, bottomless abysses existing around your entire game area. Roll off the edge and you'll find yourself plummeting for the rest of eternity. Then you'll be Deaddie Mercury. Sorry...

You'll get 72(ish) levels to crack, with each requiring a combination of various talents. For example, you might need to change colour to pass through coded gates or strategically split your balls into teeny ones (ouch) so you can follow alternative paths. It all becomes quite complicated. Adding to your woes are switches to activate, travelator mazes to navigate, bridges to set-up, objects to springboard off, rotating wheels to pass, and, well, a lot of things really. Life can be very taxing when you're just a simple blob of mercury.

A big factor in the game is its reliance on keeping your blob balanced precariously on narrow ledges and the like, and this means it can be played using either the right-analogue stick or by inserting a 'tilt' peripheral in the USB socket. We played it both ways and we enjoyed it both ways. Plus neither method is overly sensitive, so it should remain relatively frustration-free when you're tackling those trickily thin ledges. Frustration-free, but still hellishly difficult.

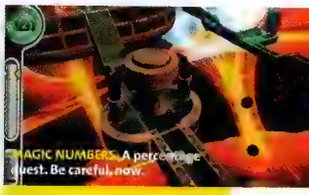
As Archer MacLean himself told us, *Mercury* is all about "good, old fashioned arcade playability" and in that respect, it hits the nail on the head with incredible accuracy. A potentially damn fine, extremely original launch title, and one that looks great too. **Stephen Daultrey**

Mercury will be rising shortly after PSP's launch.



MERCURY BABY: A typical showcase of the excellent physics here – yes, mercury does look like a slug.

TOTALLY WIZARD: Follow the green brick road. Follow the green brick road, etc...



MAGIC NUMBERS: A percentage quest. Be careful, now.

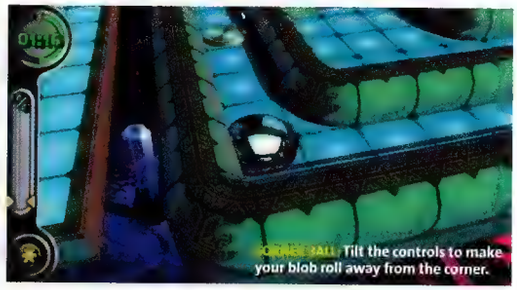
THREE'S A CROWD

There are three types of games existing within each of the six worlds. 'Clock' challenges you to complete the course within an allotted time limit; 'Percentage' requires you to finish the task without losing a designated amount of mercury and 'Objectives' gives you more specific goals to achieve. There are also 'Ultimate' challenges that feature a tricky combination of all game types. As for the style of worlds themselves, you can expect some rather pretty designs including the Greek 'Helios', the cold and frosty 'Neon' and the icy 'Aqua'. Our favourite though was the trancey, Tron-like 'Nano', which looks like something out of *Rez*. Smart.

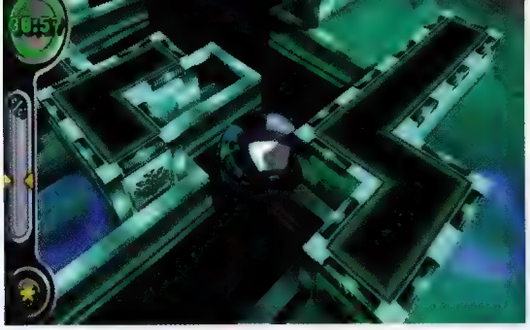
"MORE ADDICTIVE THAN A SUPER-SIZED NICOTINE ROCKET..."

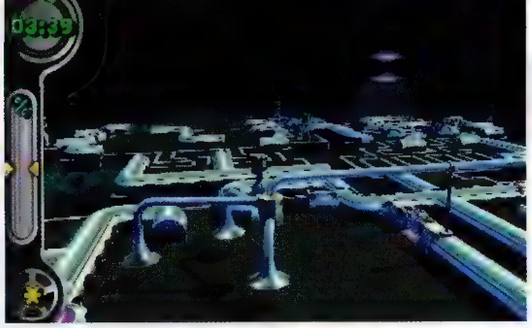
PSM RECKONS

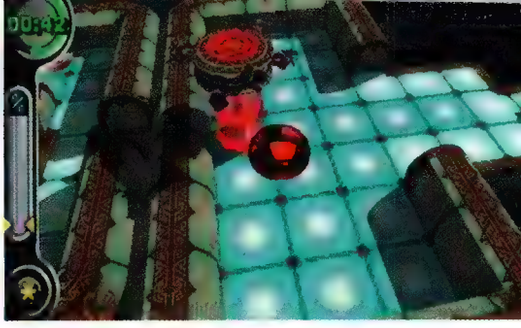
From our sampling, *Archer MacLean's Mercury* could be more addictive than a super-sized nicotine rocket with a sprinkling of caffeine on top. It's fun, inventive, different and a delicious showcase for the PSP's impressive technical capabilities, with some staggering physics. A very good sign of what's to come for the PSP.



CORNER FALL: Tilt the controls to make your blob roll away from the corner.



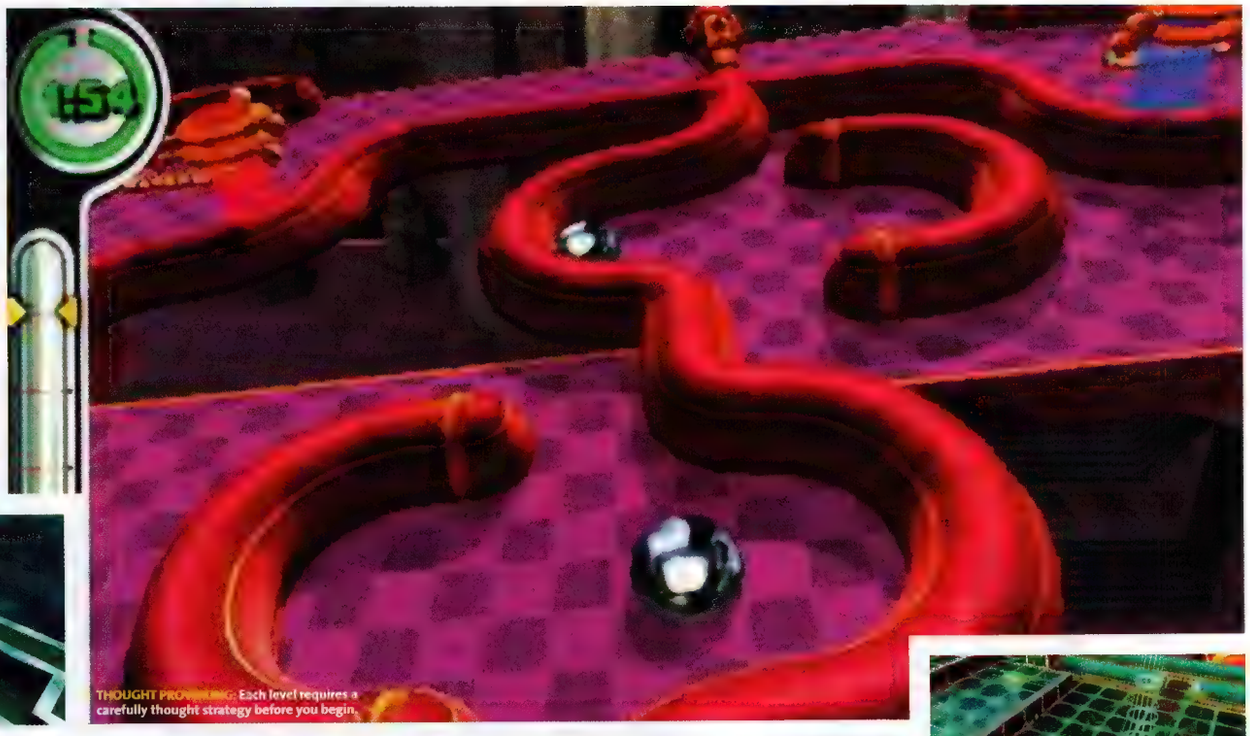




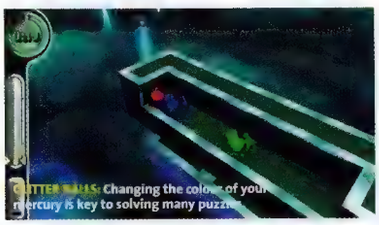
BRIDGE TOO FAR? Topple off here and you'll be toast...

WHITE WASHED

Wondering where the inspiration for *Mercury* came from? No? Why not? Anyway, an early incarnation of the puzzler actually appeared as a sub-game in Archer Maclean's legendary *Jimmy White's Cueball World* a few years back, and it inherits very similar ball physics too. So now you know...

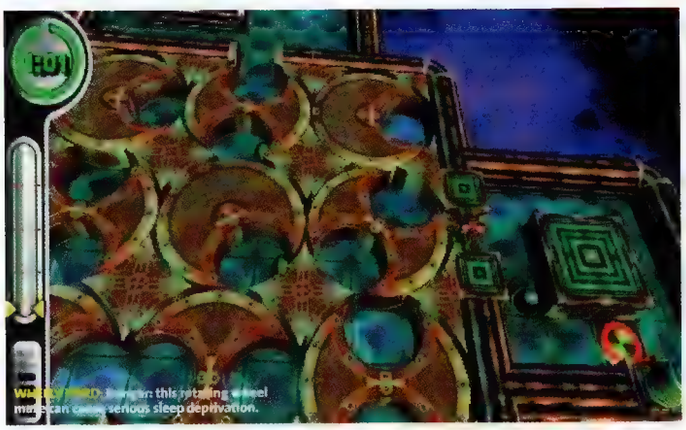


THOUGHT PROVOKING: Each level requires a carefully thought strategy before you begin.

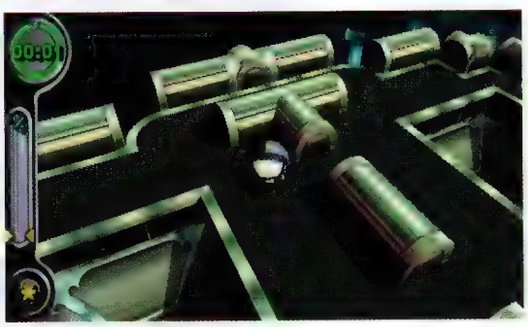


GLITTER BALLS: Changing the colour of your mercury is key to solving many puzzles.

PAINFUL BOUNCING: Hitting a wall causes your balls to be split into smaller ones.



WHEELY WEIRD: Being on this retaining wheel might can cause serious sleep deprivation.



"A POTENTIALLY DAMN FINE PSP LAUNCH TITLE AND ONE THAT LOOKS GREAT TOO"

SCARRY CAT: Hmm...not a game to play if fast lights make you dizzy...

MAZE THE ROOF: This'll be one of those complicated objective challenges then...

LINK ME UP

A massive high point of *Mercury* is the ability to play it against a second player via link-up. The game essentially plays the same as the single-player experience, except with a mate (shown under the guise of a 'ghost' ball) to battle against. The idea is simply to see who can complete the level first, be it a timed 'clock' race or a puzzling 'objective' challenge, and it really does put a whole new slant on the gameplay. It's massively competitive.

Publisher: EA
Developer: EA ETA: March 2005

FIFA STREET

More footie action from the people at EA, but this time they've thrown away the rulebook. Oh, and the stadiums. And the...

ANTICIPATED FEATURES
- Take your team of four to global dominance.
- Multitap action allows you to completely control your player.
- Create-a-player mode allows you to design your own player put them in a team.

We've all seen those Nike and Adidas adverts on the TV. Beckham, Ronaldinho and the rest, strutting their magical soccer skills across the screen with arrogant nonchalance. The most we can expect to manage is four (eight, if you can use your other foot) decent kick-ups, before shin-rolling the ball into the only patch of stinging nettles in a one-mile radius. But, thanks to EA's unquenchable thirst for all things football, we now get the chance to juggle the ball with skill and panache, and without any of the excess sweating and without smashing the fit girl over the road in the face with the ball. She really didn't like that.

In *Street*, EA give us their vision of unregulated street football; full of style, flair and, judging by the state of the copy we're playing, riddled with bugs, slowdown and glitchy control. They even managed to accidentally put Harvey (ex-So Solid member and limelight whore) in charge of the commentary. Oh, apparently he's *supposed* to be there. Right.

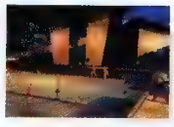
Ah, but we digress. *FIFA Street* delivers the kind of moves that you see on Soccer AM's 'Showboat' feature. Ronaldinho shifts the ball across his shoulders as he receives a lofted pass. Zidane pirouettes his way through the entire opposition with only a few button presses. Brilliant. Or is it? Well, no, not really. Imagine having a kick-about with your mates and one of them tries to nutmeg you. Instead of instinct taking over and closing your legs, you freeze completely or stumble out of the way. Yep, this is the 'formula' used to show off the tricks. It's supposed to depict how utterly dazzling the skill moves are but the inability to combat them just frustrates.

Even more aggravating is actually shooting. Don't get us wrong, when you score a sweet first time volley from the halfway line, it's rewarding, but they've added some sort of radar at the bottom of the screen. It shows a small goal and a flashing red ball. Depending on where you position it, it'll determines where the shot goes – but it's just distracting.

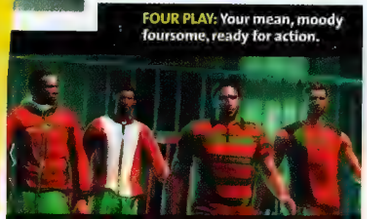
The last push in development should be interesting because, right now, the arcade-style action is just too hectic and, bizarrely for a football game, too much like *basketball* – full of high-scoring, end-to-end games. We've got our legs crossed in the hope that improvements will be made because *FIFA Street* is in danger of becoming the West Ham of games: occasionally pretty, but extremely rough around the edges... **Nathan Irvine** *Maybe it'll be streetwise come March...*

PAAARP: No he's not launching an air biscuit, he's showing you some sweet moves. Nice.

BRAZILLIANT: It's amazing how they've ironed out Ronaldinho's massive mouth.



DAM BLAST: The Amsterdam pitch comes complete with fans of a 'high' quality.



FOUR PLAY: Your mean, moody foursome, ready for action.

FOUR-MIDABLE FORCE

The main tournament mode is all about notching up win after win as you aim for global domination. You can either assemble your own squad or choose a set group of players with which to begin your footballing assault. After you beat your opponents, you can then poach a player from their squad in order to strengthen your own.

PSM RECKONS

It's not the first time we've seen this type of game (stand up *Urban Freestyle Soccer*) but there aren't too many football titles like this one. We're not full of joy with the lame commentary (just whose idea was it to draft Harvey in?) or the 'I'm pressing the button!' control system, however. EA *need* to sharpen this up before it hits the streets. Check back next month for the full low-down.

TRICKS AND TREATS

FIFA Street boasts the biggest variety of skill moves ever seen in a footie game. As well as being able to play defence-splitting passes off walls, you can also bamboozle oncoming players with nutmegs and perform cheeky flicks by twitching the right stick. We're slightly concerned about the way defenders freeze to let them happen, though...

TAKE IT TO THE STREETS

Instead of pitting your footballing abilities in the usual stadia, you get to show off in various locations. Each has their own defining characteristics. For example, the dusty pitch of Brazil is set in the middle of a shanty town, with an ad-hoc set of goal posts pieced together with bits of wood. It's a bit like playing on your local council estate. Albeit slightly more glamorous...

BALL BREAKER

When you score a goal or pull off a piece of trickery, you're rewarded with a small increase in your Gamebreaker gauge. When you eventually max out the power bar, press L1 and ◎ and the action goes into slow motion as you fizz a smoking shot goal-bound. Best of all, the keeper gets floored if he goes anywhere near the ball. 'Ave it! As they say.

DEAD OR A XBOX LIVE

ULTIMATE

Scrap at home with friends or fight dirty online

TECMO

DEAD OR ALIVE ULTIMATE

www.deadorultimate.com

XBOX

It's good to play together

Dead or Alive Ultimate™ and Dead or Alive® © Tecmo, LTD. 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004. Tecmo® and the Tecmo logo are registered trademarks of Tecmo, LTD. Microsoft, Xbox, Xbox Live, the Live logo and the Xbox logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

"IT'S THE GAMING EQUIVALENT OF GOING LARGE AT BURGER KING"
SAMURAI WARRIORS: XTREME LEGENDS PAGE 58

Revie

PLAYED TO DESTRUCTION BY PS2 EXPERTS

62 SNK VS CAPCOM: SVC CHAOS
Megaman vs Ryu – as drawn by the people behind *King Of Fighters*. Time to get your thumbs in a knot.

64 SNOWBLIND
It wants to *Deus Ex* you up – and it so very nearly manages it. Check out the almost-great FPS that's going up against *'Splitters* right here.

71 FIGHT CLUB
No matter how very stupid you are, you're certainly not cretinous and gullible enough to buy into this deeply cynical cash cow, are you? You're not.

You want more?!
We've got reviews of Legend of Kay (60), Neo Contra (70), Mega Man X8 (71), ESPN NFL 2K5 (72) and The SpongeBob Squarepants Movie (74). Ready? Dive in.

WELCOME

What with *Snake Eater* and *San Andreas*, we've had a solitary few months recently, only occasionally emerging into the sun for a quick chat about how many oysters we've found or the best way to kill The End. But we're friendly types really, so hurrah for *'Splitters* – the first game for ages to get us swearing, jostling and refusing to blink like we used to. It's sure to be an online smash, but it's also phenomenal just gathered round one screen with friends – if you pull off a dead-eyed sniper headshot during Bagtag, you really don't want them more than a few feet away so you can revel in the misery on their face. And then, of course, you've got *GT4* – the best driving game on PS2, bar none. It's not online, but you'll still love it.

In other news, it's been a good month for ogling lady-bumps, with *'Splitters* providing a fine complement of attractive nurses among its cast while *SVC Chaos* chips in with some 2D curvitude courtesy of fan-lady Mai. Even *Fight Club* tries to get in on the act with Meatloaf's heaving bosom. Best, though, is *Rumble Roses*, providing relief for thumbless perverts via its 'ground-breaking' CPU vs CPU mud-wrestling mode. Proof that while having mates is all very well, some things are simply better enjoyed alone.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

TIMESPLITTERS 3: FUTURE PERFECT

Tactical shotgun? Check.
Zombie monkeys? Check.
Disappointment? Truth awaits...

PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

PLAYING PS2 LONGER, HARDER, FASTER

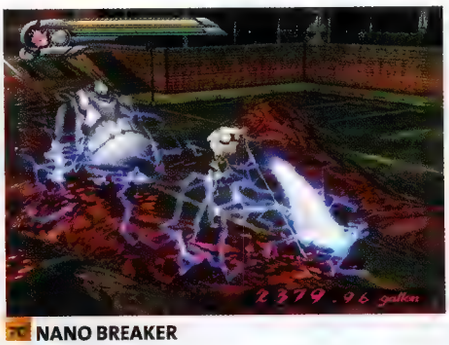
★ Kazunori Yamauchi's done it again...

58 RUMBLE ROSES

54 UEFA CHAMPIONS LEAGUE 2004-2005

"ALL OF A SUDDEN WE WERE REELING WITH EXCITEMENT, AROUSAL AND PARTIAL DISGUST"
RUMBLE ROSES PAGE 58

58 SAMURAI WARRIORS XTREME LEGENDS



70 NANO BREAKER

DANIEL GRIFFITHS
EDITOR: Dan keeps sending the Queen ideas to improve her image, like 'do your makeup like that Queen off Star Wars.' and 'rescind the 1842 shipping act.' He's yet to get a reply.

DANIEL DAWKINS
DEPUTY EDITOR: Dan was disappointed this month after his laser-eye surgery merely led to improvements in retinal clarity, rather than the armour-piercing heat vision he was after.

NATHAN IRVINE
STAFF WRITER: Nathan got a job as a tap dancer this month, but it all went very wrong when he slipped on a patch of limescale and cracked his head open on the hard enamel sink.

ANDREW KELLY
STAFF WRITER: Andy's Orwellian studies floundered after a mix-up meant he got the wrong copy of Animal Farm. 'I can't see what this has to do with the Russian purges,' he said.

DAVID COOK
PROD ED: Doctors found a tiny replica of Frank Sinatra inside Dave's stomach this month. "Brings a new meaning to 'Got You Under My Skin,'" he quipped, before we punched him.

JES BICKHAM
WRITER: Jes's lower body resembles that of a Tyrannosaurus Rex – incredibly powerful legs and tiny little arms. He uses his own extra-wide joypad, or else he can't press both shoulder buttons ath same time.

REVIEWED THIS ISSUE

64 PROJECT SNOWBLIND

GAMES

Gran Turismo 4 ..... pg26
TimeSplitters: Future Perfect pg48
UEFA Champions League 2004-2005 ..... pg54
Samurai Warriors: Xtreme Legends pg56
Rumble Roses pg58
Legend of Kay pg60
SNK vs. Capcom: SVC Chaos pg62
Project Snowblind pg64
Neo Contra pg68
Nano Breaker pg70
Megaman X8 ..... pg71
Fight Club pg71
ESPN NFL 2K5 ..... pg72
ESPN NHL 2K5 ..... pg72
The SpongeBob Squarepants Movie pg74

78 COLLATERAL

DVDS

Collateral pg76
The Bourne Supremacy pg77
Catwoman pg77
The Punisher pg77
Meet the Parents: Special Edition pg77
Assault on Precinct 13: Special Edition pg77
Walking Tall: Collectors Edition pg77
The Whole Ten Yards pg77

LISTINGS

Every game ever! pg86

U.S.Robotics PSM2 plays online wirelessly with US Robotics hardware

INFOSTRIP

DETAILS
Developer: Free Radical
Publisher: EA
Players: 1-16
Memory Save: 284kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

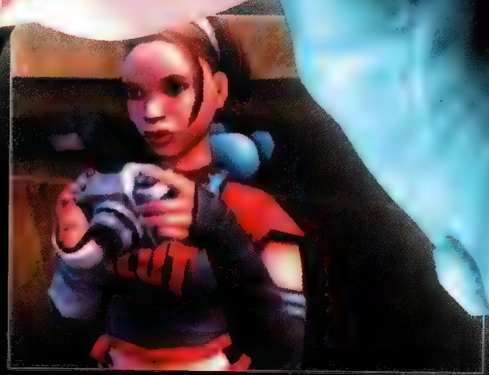
PREVIOUSLY IN PSM2...
"THERE'S SOMETHING LACKING. WE'RE PRAYING IT ISN'T BEING DUMBED DOWN."
PSM2#58

GAMEFAX
FPS
Sci-Fi
Sequel
Network

TRIVBURST
- 149 multiplayer characters, including robot monkeys, mutant deer and lady cops.
- Story, Arcade, Online and Map Maker modes.
- 1-16 player online mode, with 13 mini-games.

THE MONEY SHOT

Fighting Princess for the second time in the What Lies Beneath level, and the moment you finally twig that her weak spot has shifted from her <secret> to her <that'd be telling>. Firing harpoons never felt so good.



PSM2 GOLD AWARD

"CLOCKING-OFF TIME FOR CORTEZ?"

TIMESPLITTERS FUTURE PERFECT

TOP 5 TIME TRAVELLERS

- Jacques Blanc
- Sam Beckett
- Tidus
- Marty McFly
- Mr Benn

GAMEPIE

40% Shooting things
25% Motion sickness
25% Rubbing eyes
05% Driving vehicles
05% Switching weapons

PUBTALK

The smart arse thing to say down the boozer.
"Is time travel possible? According to Einstein. You just need to move faster than the speed of light, he says in his Theory of Relativity."

The best FPS on PS2 joins the online revolution... so why do we feel so *alone*?

"It hurts too much to face the truth," warbled the Pet Shop Boys, neatly summarising our dilemma with *Future Perfect*. We've re-written this paragraph about ten times to disguise the reality – inventing a tenuous analogy about how *Future Perfect* is like the autistic kid in Mark Haddon's book, The Curious Incident of The Dog in the Night Time since <cough> they're both highly imaginative, detail-obsessed and emotionally restricted. The simple, painful, fact is – deep breath – *Future Perfect* is superbly crafted, *but a bit disappointing*. On the bright side, it's a whole lot better than our Lindsay Lohan's teen flick Mean Girls analogy where, er, *Future Perfect* is the geek who changes her personality to become popular and loses something in the process. Let's just say that despite striving to correct its faults, *Future Perfect* isn't the game we knew and loved.

Funny thing is, in many respects it's *better*. The stuttering narrative has been replaced by a coherent storyline. You now play as lead character, Cortez, for the duration of the game, rather than skipping Quantum Leap-style between bodies. They've finally included a brilliant 1-16 player online mode (more later) and substituted the wonky old Mapmaker for a delightfully flexible if slightly baffling new model. Furthermore, the graphics are sharper than ever, with some technology-defying spot effects, like the lightning fizzed zombies of the Haunted Mansion. The soundtrack is haunting and atmospheric. The characters look less *French*. The weapons are inventive, kinetic and crisply responsive. But somehow it doesn't add up. Why? At the risk of sounding mean, it lacks *soul*.

Don't get us wrong., it's lovingly crafted. The levels fizz with detail, from the working fruit machines and the live computers culled from developer Free Radical's recent *Second Sight* (allowing you to read emails, control cameras and experiment on scientists) to the variety of organ music that pipes out when you press the keyboard

EXTRAS! EXTRAS! EXTRAS!

Frosty the Snowman

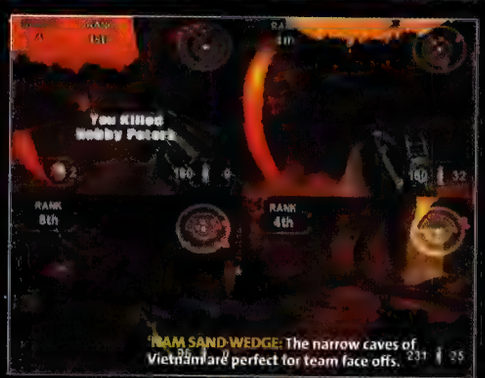
- There are 149 playable characters to unlock for use in multiplayer mode, including various versions of Cortez, returning legends like Tipper, Ash and the ninja monkeys – plus a snowman, dinosaur and a 100ft mega mech. Subtle.

"IN MANY WAYS, IT'S BETTER THAN BEFORE, BUT IT ISN'T THE GAME WE KNEW AND LOVED"

BURT REYNOLDS: Aim for the head for a quick kill, or equip the silencer pistol to sneak past.

NO FRIENDS? NO PROBLEM

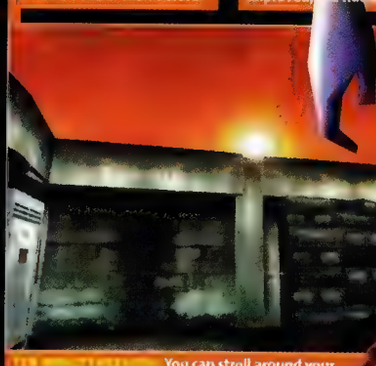
No mates? The aggressive AI 'bots in Arcade mode are a decent substitute. There's also the hugely addictive Challenge mode, including faves like Plate Smash, Classic 'Splitters and Behead the Undead; plus new games like Bottle Sniping (in a neon disco), piloting a robot cat and electrifying monkeys to make them dance. It's a dauntingly comprehensive package – and that's ignoring the Map Maker that lets you trade your levels online. To be honest, mind, it's still a bit of a fiddle and most folk won't bother.



TEAM SAND WEDGE: The narrow caves of Vietnam are perfect for team face offs.

MODE FOR IT: Challenges are a wee bit easier than before

IT IS: improved, bit fiddly



MAP MAKER: You can stroll around your levels to test 'em out before sharing them online.

"CORTEZ BARELY INTERACTS WITH THE OTHER CHARACTERS – IT'S HARD TO CARE ABOUT ANYONE"

in the WWI level. The game's problem isn't love but how it returns it. Cortez is capable of only two emotions: flippancy and rage. He barely interacts on a believable, human level with the other clichéd and/or largely robotic characters, making it hard to care about protecting anyone. Although you're fighting to save humanity from the evil TimeSplitters (which should be motivation enough) you can't attribute the struggle to anyone you sympathise with enough to care.

It's so knowingly comic. In the 1960s level, Austin Powers-reject Harry Tipper (a *'Splitters 2* fave) is given a personality, transforming him from a likeable blank canvas with a nice tache into a loved-up acid casualty with the charisma of a pebble. When he wears a dress as a 'hilarious' disguise in a gag that's milked until it spits salt and squeaks for mercy, it's all you can do not to strap him with TNT and pray for a level skip. There are funny moments – Cortez's abortive "It's Time to Split" catchphrase becomes a cute running gag but the tongue-in-cheek humour deflates the tension. Nothing feels real or *dangerous*, and you're acutely aware of it, especially when amplified by the fractured time shifts between levels.

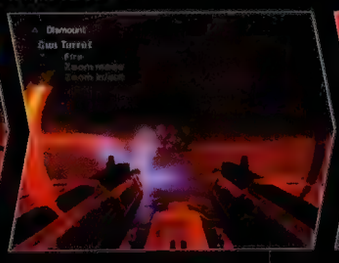
Don't be misled. Our disappointment stems from the fact that *TimeSplitters 2* is one of our favourite games ever, scoring a humungous 95% in PSM2#28. For us, and other *'Splitters* veterans, the bits we know and love (the snappy feel, lush visuals and divinely balanced weaponry) simply feel a bit less vital third time out. The core

TIMES TO SPLIT

The story explains the origin of the TimeSplitters as Cortez races to retrieve the time crystals, spanning ten levels from 1924 to 2401. Look...

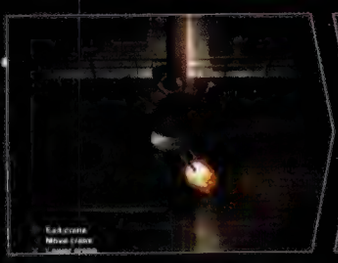
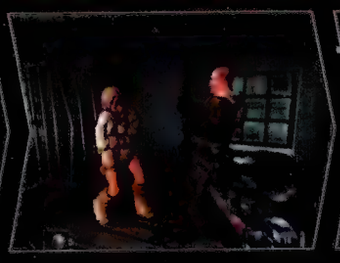
2401 TIME TO SPLIT

The game begins – and ends – in 2401, with Cortez rushing to return the time crystals. Prepare to fight the cleverly camouflaged TimeSplitters, including a frantic automated gun sequence. Later on, you play the level as another version of yourself from a fresh perspective.



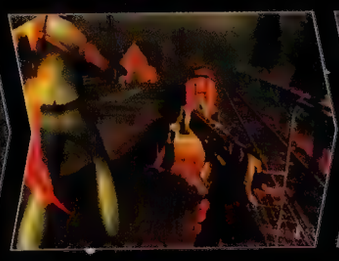
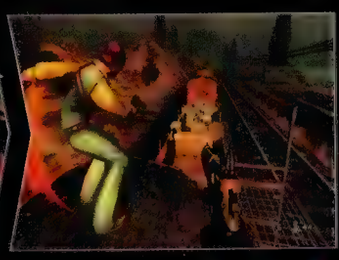
1924 SCOTLAND THE BRAVE

After an unexpected hitch, Cortez is forced to go back in time to seek the origin of the TimeSplitters. He teams up with Captain Ash and has to use vintage weaponry to storm the castle. There's a neat prison puzzle and fairly tricky tank boss battle.

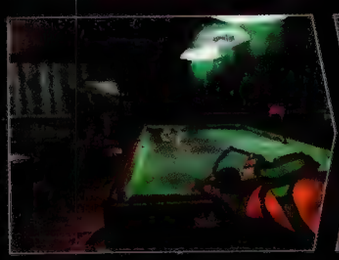
1969 THE RUSSIAN CONNECTION

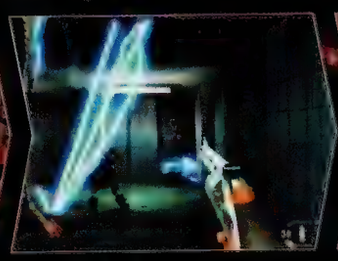
After discovering Crow's evil plan, Cortez chases him through time where he's teamed up with secret agent Harry Tipper's arch enemy Khallos. After a fiddly underground base section, the train's a real thrill ride – watch that chopper.

1994 MANSION OF MADNESS

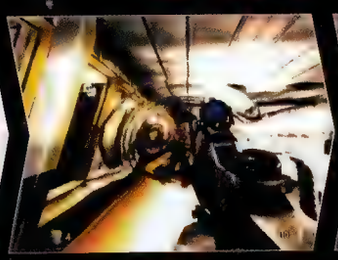
In the game's highlight, Cortez teams up with sassy Jo-Beth to explore the haunted mansion where Crow is experimenting on humans. Expect neat touches like working terminals, projectile cue balls and a cart ride – the pacing is superb.

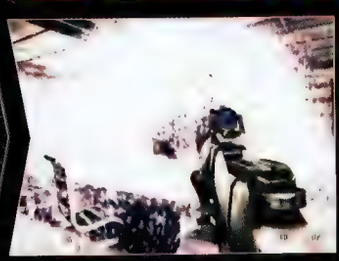




2052 BREAKING AND ENTERING

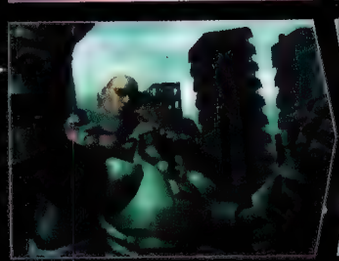
Cortez steps through time to uncover Crow's sinister new organisation, Ultranet. He teams up with cyber agent Amy Chen, sneaking past automated security, lobbing time grenades and using tasty weaponry to level huge packs of security guards.





2243 MACHINE WARS

Even further into the future, and mankind is battling against the machines – in a blatant rip off of Terminator. Cortez gets to pilot, and gun, a tank – plus a huge 100ft mecha. You eventually team up with the R-no battle bot to infiltrate Crow's base.



gameplay's largely untouched (or rather, underexploited, but more of that later) which could be construed as playing it safe. For anyone who's never experienced Free Radical's series before (and there are plenty, hence, we guess, the developer's decision to work with mass-market publishers EA) there's much to admire.

The crisp targeting shames the muddy collisions of, say, *Fire Warrior*. Shoot someone in the hand and they'll drop their gun, but pop them in the spuds and they'll drop slowly clutching their stones, instead. The action never slows down like whispers *Killzone* and the interaction's unsurpassed. Strafe the walls and you can write your name in bullets. Explode crates and they splinter. Shoot oil drums and they leak fluid, which, naturally, can be ignited for a chain reaction. Use the gravity mitt to levitate pool balls off the table and use them as projectile weapons... you get the picture. With razor-sharp collision, a hierarchical weapons set and blistering pace, it's still the definitive multiplayer experience. Everything is so finely calibrated and tuned, death matches are a true test of skill and not just a dash to get the best weapons or luck to spawn in the right position.

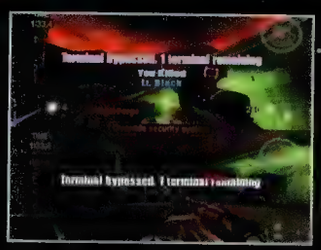
Single-player levels are mixed. The opening section is a classic EA-style walkthrough, with fat on-screen prompts and minimal danger. In fact, the only threat comes from dodgy level design where you might unwittingly fight unlimited spawning monsters unaware that the exit is around the corner.

EXTRAS! EXTRAS! EXTRAS!

The same but better

- 20 different weapons, including the Harpoon Gun, Gravity Gun, Minigun, Future Rocket Launcher, Soviet Rifle and the Ghost Gun.
- Ability to control vehicles such as tanks, jeeps and buggies, plus time-paradox initiated on-rails gunning sections.

BACKS TO THE FUTURE: The scientist bloke main baddie Crow – as a young man.



SOCKY IT TO 'EM: Bigger characters aren't so funny when strolling through no-mans land.

"MULTIPLAYER? REDEEMING GENIUS. THE TENSION BECOMES COMICALLY LIFE-AFFIRMING"

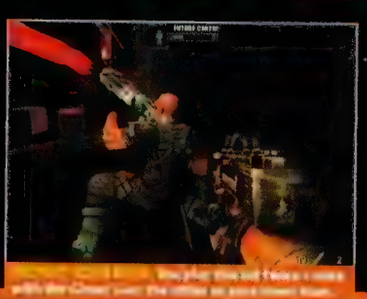
The Harry Tipper level suffers from patchy design, with a sprawling exterior section extolling the use of stealth but barely punishing you for running in with a sub-machine gun. Contrast this with the insanely challenging but highly rewarding Tokyo stealth level in *'Splitters 2*. There's a pointless sniper bit where you protect Tipper but the enemies are so easy to spot, and such poor shots, there's no tension. The Machine Wars level offers *Halo*-style tanks, but once again, these sections are too short, unchallenging and feel peripheral. The vehicle bits only shine in the largely compelling Co-Op mode, where you and a pal share gunning and driving duties.

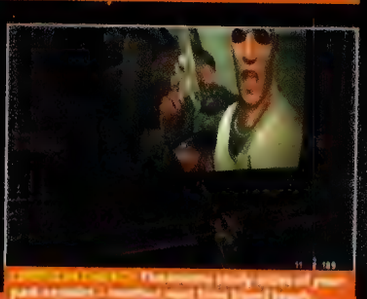
In contrast, The Mansion of Madness level is superbly paced. Warbling strings torment your ears, as blotchy rain smashes the screen. One second you're torching oily flying spectres, the next spectacularly beheading waves of zombies with a baseball bat or using computers to turn scientists into electric monkeys (no shit) before firing harpoons at 100ft mutants. It's classic *'Splitters* – varied, breathless and ingenious; flitting effortlessly from micro-scenery manipulation to epic boss battles to races against time. The Scotland the Brave level will delight fans of *Splitters'2* – a flick book of dexterity, mental agility and exploration, while the scenery-warping time grenades in the You Genius, U-Genix level detonate your complacency with visceral awe.

Multiplayer? Redeeming genius. One team member was literally cackling with glee as he faced off with another (dressed as a giant glove with matchsticks for hands) and exchanged flare shots across no-man's-land. Weaving between rocky outcrops and eyeballing your foe while your flare gun ponderously reloads... the tension becomes comically life-affirming. In addition to

TIME PARADOX

Like Back to the Future II, there's a 'meet yourself' element, where Cortez jumps through wormholes to receive aid from past/future versions of himself. The complex bits are handled in cutscenes, but there are some neat touches, like future Cortez appearing in a ventilation grate above you to pass on a key for the locked door in front, only for you to receive an apparently useless key later on – until you reach the same grate and see your past self below. Bingo. In one boss battle, you fight alongside multiple versions of yourself, taking it in turns to defuse puzzles and defend, well, you...





EXTRAS! EXTRAS! EXTRAS!

Level Playing Field

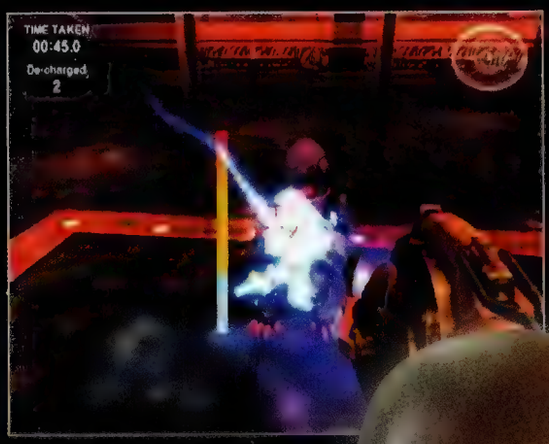
- Ten levels spanning 1914 to 2401, including the *Resident Evil* inspired Mansion of Madness, Terminator-aping Machine Wars and the N64 *Perfect Dark* tribute, You Genius, U-Genix.
- Improved Map Maker tool allows you to create themed Story levels, including vehicles that can be traded online.

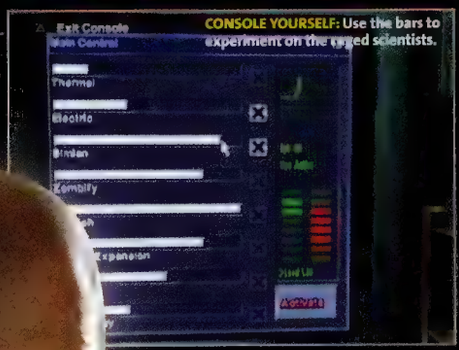
GUN, WILLING AND ABLE: In Story co-op mode, one player shoots while the other drives.

WITH FRIENDS LIKE THESE...

Cortez is joined by AI companions on each level, including returning characters like 70s cop Harry Tipper, Terry Thomas lookalike Captain Ash and Joanna Dark clone Amy Chen. Their main function is to provide comic relief and you're only occasionally required to protect them – the AI can capably look after itself. On the few occasions you rely on your AI pals to open doors, they're prone to lagging behind or going missing – a source of frustration. The best are plucky teen Jo-Beth Casey dig that 'Slut' T-shirt) and rock-hard, human-despising robot R-110. Dig those Red Dwarf 'We are Legion' gags, too.

CARS YOU LOT: The addictive Cat Drivatar challenge could become a cult classic.





CONSOLE YOURSELF: Use the bars to experiment on the caged scientists.

the comprehensive variety of game modes – from life stealing Vampire games, to team-based Bag Tag and the delightful Monkey Assistant (where the weakest players gets a tooled-up posse of simians) – you can play with 1-16 players online.

Online play is near-identical to Story mode – a startling achievement. Eight-versus-Eight team games of Fortress (where you take the enemy base stage-by-stage using explosives on the barrier wall, decoding door locks and seeking out prisoners despite relentless defensive fire) are richly tactical, spiked by swear-heavy stand offs and complex formational play. It's in multiplayer, by definition, that the human element comes into play; the whoops of joy, the bragging rights, the farce, the luck and trash talk – yes, the *soul* that elevates *Splitters* to joyful perfection. The game's surgically accurate components (the aiming, movement and split-second reload times) no longer feel cold and logical, but work with invention as you strive to outwit your many foes on a level playing field.

So why score it less than *Splitters 2*? If you've got like-minded mates, bump the score up to the early 90s. If you regularly play online, make that mid 90s. If you've no mates and are relying on the Story mode, make that, ooh, 87%. While Free Radical insist the game hasn't been altered by EA, it feels less frustrating, quirky, obscure and, sadly, memorable than its forbear. In fact, more like, say, *Medal of Honour Frontline*. Veterans will stroll though the solo game – a shame, since the game allows micro precision but never demands it. The idiot-cuddling, yet bland, default difficulty renders the experience numb and defuses the tension of *having* to make that split-second sniper head shot or blasting past three goons to nab a vital health pack on your final blob of energy.

In contrast to *San Andreas*, *Future Perfect* is a toolkit of precision components betrayed by a lack of emotion and flat difficulty, while Rockstar's game disguises faulty components behind compelling atmosphere and a frustrating yet rewarding difficulty curve. Moral? Great games rely on heart *and* struggle. Or rather, they're a bit more like *life*. *Future Perfect* is as – yes – perfectly crafted as videogames come, but, without the warmth of multiplayer contact, you can almost see the zeroes and ones whizzing past in soulless binary harmony. **Daniel Dawkins**

The future's perfect from March 18th.

"LESS FRUSTRATING, QUIRKY AND, SADLY, MEMORABLE THAN ITS FOREBEAR"

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Crisp targeting and fluid movement. – Rare AI quirks and iffy level design.	+ Surgical, exuberant and fast-paced. – Can look too clean and angular.	+ Apt mood music and good spot effects. – Voice acting can grate on the nerves.

LIFESPAN

Fifteen hours for Story mode, weeks if you've got the patience to nail the gold medal Challenges and months if you've got friends.

MINUTES ——— YEARS

IT'S BETTER THAN...
KILLZONE

IT'S WORSE THAN...
TIMESPLITTERS 2

PlayStation 2

Too knowingly comic and blandly unchallenging to rank as a classic, but one of PS2's only essential multiplayer games – and the best reason to go online.

90

INFOSTRIP

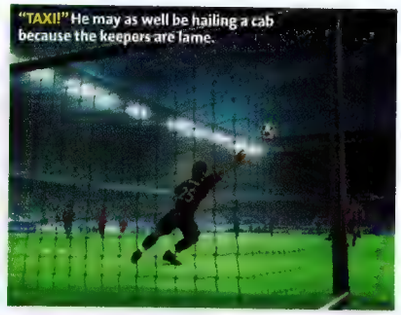
DETAILS
Developer: EA
Publisher: EA
Players: 1-8
Memory Save: 56kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"MUCH TO OFFER? OR JUST FIFA 2005 WITH A PLEBDAZZLE OF COSMETIC OPTIONS?" PSM2#45

GAMEFAX
Sports
Network Play
Official Licence
Multi-tap

TRIVBURST
- Play as any top European club. And Southampton.
- Commentary from Andy Gray and Clive Tyldesley.
- Steer your team to European glory in Season mode.

FREED KICKS: The free kicks aren't hampered by the need to add swerve.


"TAXI!" He may as well be hailing a cab because the keepers are lame.

THE MONEY SHOT

Banging in a freekick from 40 yards makes you feel like Beckham in his past glory days. And without the accusations of adultery.

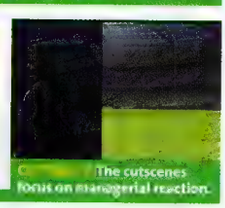
REFEREE AND EASY: The refs tend to be quite strict and happy to dole out cards.

MANAGING STYLE

Before you start your quest for European glory, *UEFA Champions League* allows you to create your very own manager. Although the customisation options are limited, it's still fun to design a bespectacled manager who looks like your granddad. They'll then appear during cut-sequences and key match moments wearing all your carefully chosen garments. Nice.

His hair may have been tamed by a gaggle of hairdressers but Nate still looks the same. Doesn't he?

Up pops the manager in the top left.


The cutscenes focus on managerial reaction.

"EAT FOOTBALL, SLEEP FOOTBALL, BUY SOMETHING ELSE"

UEFA CHAMPIONS LEAGUE 2004-2005

If *FIFA* plays Premier League, then EA's latest is the equivalent of the Carling Cup side...

"NOW, NOW LADIES..." The tango incident [illegible]

"GROUNDHOG DAY: MEDIOCRE ACTION FROM SIX MONTHS AGO"

A mere five months after *FIFA 2005*, comes EA's tribute to the mighty Champions League developed by, er, an external development team who've nothing to do with EA Canada – y'know, the *actual* FIFA developers. While EA might claim *Uefa's* a full strength production, it's all a bit reminsicent of a ruddy nosed Alex Ferguson angrily defending his Carling Cup side. The major players are being rested because the fledglings will do a job – in this case, boshing together a decent, but near-identical, game for clueless footy fans. Underneath the Champions League logos and stirring anthems, deep down, it's just a re-jigged version of *FIFA 2005*. Greedy marketing executives and, erm, 300,000-naïve footie fans might lap it up, but for the rest of us, it's like Groundhog Day, but without Bill Murray slipping one into Andie MacDowell; more of the same mediocre football action that we played six months ago.

Sales hook? *UEFA Champions League.* introduces an 'innovative' story-based Season mode. You get the chance to guide any top flight European side to Champions League glory. Even West Brom. Taking the reigns of any of the clubs eligible to compete, your first task is to get your team into the opening stages – by winning your last game of the season. The preamble to this 'all or nothing' match is played out via EA's new addition, Talk Radio. Fans of your chosen club ring in to a fictional radio show, hosted by talkSPORT pundits, Patrick Kinghorn and Tony Cascarino. The fans make

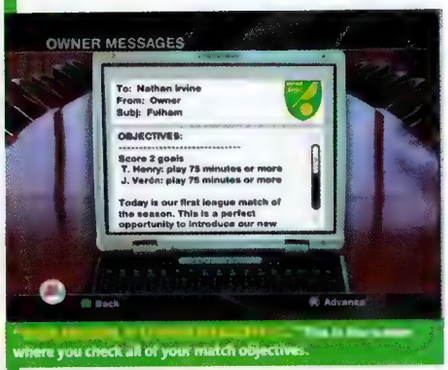
QUESTION...
Which two teams played in the very first Champions League final of 1956?

GAMEPIE
25% Being...
25% ...*FIFA* in...
25% ...everything but...
25% ... name.

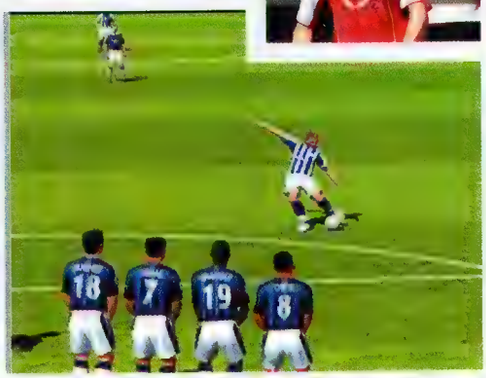
ANSWER
It was the mighty Real Madrid and the equally mighty (well, back in the 50's anyway) Reims.Real Madrid went on to win the match 4-3.

TASK IN GLORY

During your journey through the Season, the chairman will set you tasks to perform during or after a match. These can range from buying and selling players to scoring two goals with different strikers. If you complete these, you're rewarded with points, which unlock extras like the 'beach ball' and 'invisible wall' modes.


OWNER MESSAGES
To: Nathan Irvine
From: Owner
Subj: Fulham
OBJECTIVES:
Score 2 goals
T. Henry: play 75 minutes or more
J. Verón: play 75 minutes or more
Today is our first league match of the season. This is a perfect opportunity to introduce our new
Back
Advance

where you check all of your match objectives.



"IT'S HARD TO SEE THIS AS MORE THAN A CASH COW TO BE MILKED"

observations about your current squad and, having ideas above their station, slag off all your players and insist on getting some new talent. Like real life, then. The gloss is taken off, however, when you realise that their comments are completely aesthetic. So don't expect them to be too dismayed if you boldly decide to dump Van Nistelrooy out of Man Yoo in favour of goal-shy, stringy giant, Kanu.

Get yourself into the qualifying stages, and a new chairman will chuck a load of money your way to strengthen the squad. But this isn't a 'free lunch', because he'll continuously fire orders at you, like trimming off useless players or even telling you how many goals you have to score past an opponent – as if a 1-0 win away at Juventus somehow isn't good enough. Furthermore, he may even go as far as telling you which formation you should be playing, and how long each player should stay on the field. However, these demands are rewarded (see Task In Glory), so it's worth seeing them through for personal gains.

The tournament's diluted so that you don't have to play every single match in the run-up to the Champions League Final. But the scenario modes from previous EA football games have been lifted – e.g. you start the match with ten mins left and a goal down – to make it feel like you've been involved in every match. So, rather than playing full ninety minutes of a league game, you're given a situation which you have to turn round to your advantage. You might have 30 minutes to recover a 2-0 deficit against Chelsea. Exciting as it sounds, the story events unfold in a scripted, linear, fashion – rarely dynamically affecting the flow of the story. All you need to do is stay in the Champions League to keep the chairman satisfied.

Occasionally, the chairman will force you to boot out some players to make space for new ones and this is where realism takes a half-time break. Why? Four words – 'Totti joins Norwich City'. The whole transfer system seems to have been lazily cobbled together. It's a hollow feeling when you sign a new player because the only challenge in capturing your very own Galactico is trawling the list until someone randomly agrees to a move. Absolute rubbish.

Back to the pitch then, and it's another case of disappointing fudgy gameplay. Apart from a more straightforward free-kick system (no more adding spin and swerve to the ball) everything else is very much *F**A*. Players rigidly turning to invisible compass points mars the fluidity of the great sport and scoring from outside the box is the equivalent of Dwight Yorke having a quiet night in – rare. And the slick passing – which was one of *F**A*'s few good points – has been hindered thanks to the inexplicable absence of an on-screen radar (it's not even a menu option). You just have to guess where your team-mate is going to be and hoof it in his general direction.

Although *UEFA Champions League* does, fundamentally, play a decent game of footie, it's hard to accept this as anything other than big fat cash cow in need of milking. If we used this space to request that EA should focus on making a brilliant new (go on, we'll say it) *FIFA*, rather than throwing-up continuous rehashes of an old engine, do you think they'd listen? Of course not, they're too busy paddling in their gold swimming pools to listen to the likes of us. **Nathan Irvine**

■ UEFA Champions League *is out now*

PSM2 VERDICT

GAMEPLAY
+ Decent footie sim fused with RPG elements.
– A game we've seen a million times.

GRAPHICS
+ Extremely detailed characters...
– ...that look like they've got rigor mortis..

SOUND
+ Realistic stadium sounds and good commentary.
– Repetitive shouting between team-mates.

LIFESPAN
It's just another *FIFA* but with a few bells and whistles that simply aren't enough to keep you enthralled.
MINUTES — YEARS

IT'S BETTER THAN...
CLUB FOOTBALL 2005

IT'S WORSE THAN...
PRO EVO 4

Well, it's got the Champions League and a decent story mode, but the gameplay's a cynical *FIFA* xerox with cosmetic tweaks. One for footy completists only..

6.2

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

INFOSTRIP

DETAILS
Developer Omega Force
Publisher: Koei
Players: 1-2
Memory Save: 245kb
Widescreen: No
50-60Hz: No
Surround Sound: No

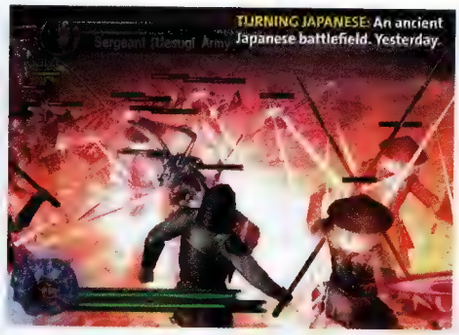
PUBTALK
The smart arse thing to say down the boozer.
"While filming The Last Samurai, Tom Cruise was almost decapitated. His co-star stopped the blade an inch from his neck."

GAMEPIE
97% Hitting square again and again and again...
02% ...and again and again and again. And again.
01% Other buttons.

GAMEFAX
Action/Adventure
Violent
Budget
Hard

TRIVBURST
- Set in feudal Japan
- Import characters from the original *Samurai Warriors*.
- Two-player Versus mode stages.
- On-screen counter records how many slayed.

HAVING A SLASH: Taking out a full circle of guards in one blow.


TURNING JAPANESE: An ancient Japanese battlefield. Yesterday.

DOUBLE SPLITS: The split-screen two-player mode in action.

Rider Captain [Maeba Army]
THE MONEY SHOT
Occasionally, there's combat that doesn't require brainless slashing. Here, we see the skull-smashing impact of a first-person arrow shot to the head. That's gonna hurt in the morning.
WATCH IT ON THE DVD VIDEO
PAPERBACK RIDER: This Rider captain is just one historical figure you'll murder.

"IS THAT A SWORD IN YOUR POCKET, OR..."

ALL WORK AND NO PLAY...

If your parents are always droning on about 'wasting your time playing games' and 'never learning anything', first tell them they should have forked out the fees for a posh school, rather than spending all their savings on gin. Then show them this bit of *Xtreme Legends*, with historical biographies of several people of import from ancient Japan, like Lady Oichi here. Then wait till they've left the room and return to the mindless slaughter. Who needs an edukayshun, anyway?

ARCHIVES
Oichi
(1547 - 1583)
Sister to Nobunaga Oda and woman of unparalled beauty. She married Nagamasa Azai and bore him a boy and three girls. However, in 1573 when the relations between the Azai and the Oda deteriorated and Azai's stronghold fell to the Oda Army, her husband was obliged to take his own life to assume responsibility for his failure.
Lady Oichi (Goyasan Jimyoin)
Previous Page
Next Page
IT'S A HISTORY: Yes, you can relive all your boring history lessons. The mind-sapping study sessions come flooding back.

SAMURAI WARRIORS XTREME LEGENDS

More sword-fuelled carnage – spill some blood!

Babies, toddlers (and PSM2 staff writers) learn by repetition. That is, they'll perform the same task over and over, be it slotting square shapes through square holes or pushing a button to make a gnawingly chirpy whistling sound, until they finally understand square holes and whistling sounds. They'd probably enjoy *Xtreme Legends*, then, as it's rarely more than a case of simply hammering ⓞ to wave your sword around until infinite hordes of enemy soldiers have spilled their innards over the grass. ⓞ equals death. It's all you need to know, really.

But if you've played the original *Samurai Warriors*, or any *Dynasty Warriors* games, you know that already. And, like the *Dynasty Warrior XL* titles, this one's being bigged up as "an expansion pack and a game in its own right". It's the gaming equivalent of going large at Burger King, but with an ancient Japanese 'flava' and less risk of being set upon by a load of Burberry victims outside. So how does *Xtreme Legends* expand on the original?

Well, you've got yer expected new characters, with the usual set of strengths and weaknesses – like 'Warlord' Yoshimoto Imagawa, who's powerful but slow while Princess Ina is faster, but weaker and more likely to be pummelled into a bloody mush. There's a few new stages, a new Survival mode (playing *exactly* like the main game, but without the mission objectives) and, well, that's about it. As with *Dynasty Warriors Xtreme Legends*, though, you can take characters from the original and transport them over to *Xtreme Legends*, letting them take part in the new skirmishes available.

But the same old problems remain. Yes, the mission objectives change constantly, but these are always solved in the same way – by hammering ⓞ until gangs of enemies are defeated. And the environments look greyer than ever – OK, we understand this keeps the frame-rate up while inexplicable amounts of enemies hurtle around on-screen, but it's still enormously dispiriting compared to the lush looks of, say, *Onimusha 3*.

Ultimately, there's fun to be had racking up the kills, but *SWXL*'s so reliant on hammering ⓞ it becomes a chore. Still, fans of Koei's feudal fighting games will lap it up. But if you've not played the first *Samurai Warriors*, go for that instead – it's more well-rounded and you can probably pick it up for less than the 25 quid that's being asked for this. Then again, if you want to bloody some steel, you could just buy *'Musha 3* instead... **David Cook**

■ Samurai Warriors Xtreme Legends *is out now.*

PSM2 VERDICT

GAMEPLAY
+ There's a hell of a lot of mindless killing.
– There's a hell of a lot of mindless killing...

GRAPHICS
+ Nice showy special moves and cut-scenes.
– Landscapes duller than a Sunday in Homebase.

SOUND
+ There's some sound there, certainly...
– ...it's thoroughly unremarkable, though.

LIFESPAN
Although it's big and sprawling, really, how long do you want to sit and mindlessly hammer away at one button while people fall over?
MINUTES — YEARS

IT'S BETTER THAN...
DYNASTY WARRIORS 4

IT'S WORSE THAN...
ONIMUSHA 3

Just the same as ever, really. Doubtless it'll please lovers of the *Warriors* games but *Xtreme Legends* will acquire less new fans than a second-hand fan shop.

66

TM & © AND THE NINTENDO DS LOGO ARE TRADEMARKS OF NINTENDO. © 2005 NINTENDO

INFOSTRIP

DETAILS
Developer: Yukes
Publisher: Konami
Players: 1-2
Memory Save: 86KB
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEDIGIT
1 moment of madness led to PSM2 cranking the sound up on the gallery mode so everyone could hear the slightly arousing sex noises. Mind you, not everybody was as impressed as us. The industrial tribunal is in March.

TOP FIVE SEXY GAMES
- This one
- *Leisure Suit Larry*
- *Playboy: The Mansion*
- Naked Twister
- Strip Ker-plunk

GAMEFAX
Beat 'em up | PS2 Exclusive | Saucy | Violent

TRIVBURST
- 12 unlockable wrestlers
- Tussle with ladies in a giant mud bath
- Gallery mode to explore every contour of the girls.
- Not as good as real grumble material.

"PHWOAR OF THE ROSES"

DANCING QUEEN: Candy performs a little Britney...

GAMER'S SHY: Humiliate your opponent and [illegible] red. Like this.

DOWN 'N' DIIIIRTY

A brazen attempt at softcore lesbian catfight porn wouldn't be complete without a spot of mud wrestling. Every visit into the mucky arena leaves your character's pert body dripping with dirty water. It's even got its own high board so you can perform death-defying somersaults and pummel your foe's head into the murkiness. Wait, that's not mud. It's... *Nesquik*?

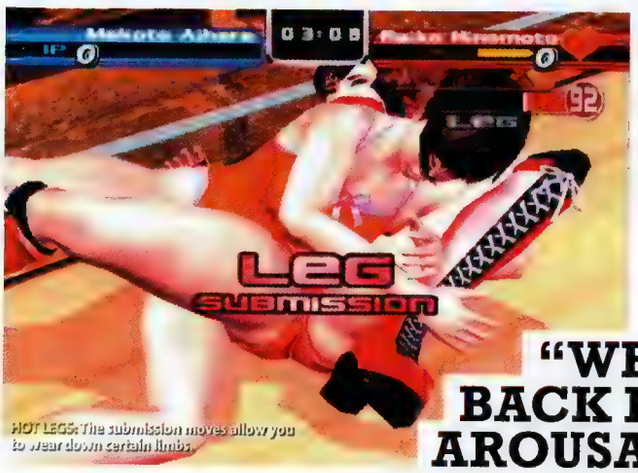
DUNKING DIVAS: Look past the sheer sordidness of this move, because Candy Cane is going for one mud bath she won't forget.

RUMBLE ROSES

Prepare yourself for the most gratuitous display of polygonal flesh to ever grace PS2. But will you love it long time? Probably not.

DIRTY [illegible] mud vi[illegible]

"WISH I'D BOUGHT A LARGER TOP" [illegible]ce? Yes. Point[illegible]ss? Definitely.



HOT LEGS: The submission moves allow you to wear down certain limbs.

You've probably had a real long, lingering stare at the screenshots that accompany this review, haven't you? You've feasted your ravenous little eyes over the jagged pixel flesh on display and now you're not even slightly interested in what we've got to say about *Rumble Roses*, are you? You bad, *bad* boy. In fact, we could totally veer off the subject and talk about the special switch we found on PS2 that instantly transforms it into a PS3 and you wouldn't bat an eyelid, would you? Well, when you manage to tear your eyes away from those filthy shots we'll carry on. But make sure you clean up first.

Finished now? About time. So what can you expect from this lady-fuelled fighting frenzy? Well, for starters you can look forward to wrestling, *Smackdown*-style, because it's developed by the same team as THQ's WWE games. But it seems like the guys at Yukes have used this opportunity to unleash some sexual frustration, rather than dish out another quality beat-'em up.

"WE WERE REELING BACK IN EXCITEMENT, AROUSAL AND DISGUST"

But first, what does *Rumble Roses* do right? Well, it looks impressive. No, not like *that*. Stop touching yourself immediately! We mean these are the same high quality graphics that you'd expect from the team behind the scarily realistic wrestlers of *Smackdown*. And the controls are straightforward enough – press ⓐ to grapple and ⓞ to bitch-slap... sorry, strike your opponent. Yet, though there isn't an ounce of cellulite or puppy fat on any of the lady fighters, they still slam around the canvas in a weighty fashion, which means you can piledrive and suplex until your heart's content with satisfying impact. As well as having Lethal and Killer moves (L1) to finish off an opponent, each fighter has a range of explicit manoeuvres ideal for the twisted perverts among you. For example, if you perform a move like a backdrop and it shows your opponent's ass to the crowd, they'll become embarrassed – you can then perform a Humiliation move (L2). And boy, are these filthy. One initially looked like a simple submission move. But all of a sudden we were reeling back in excitement, arousal and partial disgust as the victim's legs were stretched akimbo, revealing next week's washing to all and sundry. Certainly far more interesting than repeatedly

Hitting L2 with perfect timing to zoom in on a cheeky gusset shot of a hot pixellated lady performing the splits. You're right; we've not been out much lately...

QUESTION...

Which of the wrestlers' voice actors had a minor role in the cult 2004 Scarlett Johansson and Bill Murray flick, Lost In Translation?

GAMEPIE

- 25% Jiggling funbags.
- 25% Making young ladies groan sensuously.
- 25% Fumbling with a semi-naked mud wrestler.
- 25% Exploring every curve of a girl stretching.

ANSWER

It was Lisle Wilkerson, who provides the voice talent for Makoto. She played what the cast list on movie site www.imdb.com refers to simply as a 'Sexy Businesswoman'.

MUDDY HELL: High flying manoeuvres are devasting and dirty.

THE TOAD TO VICTORY: Just when you thought it couldn't get any weirder...

EXTRAS! EXTRAS! EXTRAS!

Friend or Foe?

■ Each of the fighters has a good and evil side, but the only way you can unlock them is by completing the story mode with each character, which is tedious. There's also the chance to unlock the mysterious 'Lady X'.

"LACKS DIVERSITY... A SHAMELESS DISPLAY OF JIGGLING POLYGONS"

PLANTING A ROSE: The quickest route down for an opponent. Ouch!

ASS THE WAY TO DO IT: You can choose your own outfits to wear...

VOYEUR EYES ONLY

Just as you thought *Rumble Roses* couldn't get smuttier, it throws this gallery mode in. Using some interesting camera angles and a series of puffs and pants, you can create your own soft porn experience. Sadly, there are no rasping sax solos, but you can dress your lady in a bikini and select pieces of dialect for them to breathlessly recite. Is it wrong to be turned on by this? Yes. Yes it is.

BENDY BABE: It's all necessary for their fitness.

GRITTY MOVES: That sand's going to get everywhere.

FUMBLE ROSES: Fighters needs to make sure their costume is OK before entering the ring. Breasts. Two. Check.

watching HHH's Pedigree over and over again in *WWE Smackdown*.

One element ripped straight out of *Smackdown Vs Raw* is the Vow system. This is basically that game's Challenge mode, which forces you to perform in a particular way during a bout. So you might have to win a fight without leaving the ring or performing only aerial attacks. The Vow system also affects whether your femme fatale is a 'good' girl or a 'bad' girl, but it's purely aesthetic.

But really, it gets no deeper. Delve in any further and you'll hit rock bottom before you can say "sweaty palms". You see, story mode is shallower than a paddling pool full of mud, which, coincidentally, is one of the arenas on offer. The cut-scenes are messed-up too – they ought to be a further showcase for jiggling flesh (well, they *ought*), but instead you get this incessant drivel about how the Rumble Roses tournament is a front for some shady goings-on or other. Apart from Makoto staring at an opponent's breasts and uttering the immortal line, "They're bigger than my goat's teats back home," the interludes are pointless and senseless. And the climax ending (steady) to each character's story is exactly the same – you end up going toe-to-toe with... wait for it... a frikkin' cyborg lady who can fire her fist the length of the ring. No wonder the writers couldn't come up with any decent cut-scenes if they spent all their time working on that 'genius' finale.

But really, if *Rumble Roses* didn't feature near-naked girls, this just wouldn't have a point at all. OK, the fighting has a sense of power and speed about it, but it's lacking in diversity and is no more than a shameless display of jiggling polygons. This one's for lonely individuals that pray for the day that Lara Croft springs to life and comes knocking for a 'cup of sugar' or for a group of mates returning home after an unsuccessful night trying to pull *real* women in the local discotheque (see Voyeur Eyes Only). PSM2 expects another *Rumble Roses* to jiggle into our lives in the future, but if they haven't sorted out the flaws, rather than do a review, we'll just print a page of arse shots for you to pore over. That's the whole point, after all. **Nathan Irvine**

Rumble Roses flashes the flesh from February 18th.

PSM2 VERDICT

GAMEPLAY

+Like *Smackdown* but with more breasts
–Only a small selection of moves. Repetitive.

GRAPHICS

+Cor, blimey, you don't get many of them to the pound, etc, etc.
– Dodgy collision detection.

SOUND

+The ladies' puffs and pants are scarily realistic.
– Blandy generic rock and techno soundtrack.

LIFESPAN

Plenty of wrestlers to uniock, but it's so repetitive you won't bother trying. Even the porn, sorry, gallery mode has limited appeal.

MINUTES ... YEARS

IT'S BETTER THAN...
BACKYARD WRESTLING 2

IT'S WORSE THAN...
SMACKDOWN VS RAW

We love women (except for Andy) and we love wrestling but we can't love this. The flimsy fighting and lack of plot means you're best off with *Smackdown*.

69

INFOSTRIP

DETAILS
Developer: JoWood
Publisher: Koch Media
Players: 1
Memory Save: 120kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Chocolate poisons cats, so if Kay were to eat a Mars Bar his innards would probably start spilling from his ears."

GAMEPIE
40% Swordplay.
30% Tedium.
20% Conversations with other creatures.
10% Hating Kay's hideous mewling face. Urgh.

GAMEFAX
Easy / Stupid
For kiddies / Platformer

TRIVBURST
- Use martial arts to unleash over 50 fighting moves and 20 'unique action moves'.
- Epic boss battles featuring huge, screen-filling enemies.
- Detailed, expansive game world. Plenty to do.

BAREBACK PIGGY-BACK

Our favourite feature in *Kay* has to be the ability to ride a boar around. You can smash through things, knock people over, jump through hoops and... well, it's just *fun*. To keep his stamina up you need to munch on acorns and some of the timed challenges are quite challenging. We like pigs. Let's have more swine-themed games. Ta.

"COOL FOR CATS **BUT NOT FOR US...**"

LEGEND OF KAY

PS2's billionth mammal-based platformer draws yawns of indifference...

This character is rubbish. Not visually, you understand. As far as bouncing felines go he's pretty well-designed. It's the way he *speaks* that gets us. He calls people 'dipwad', he makes snide remarks and he's an intolerable braggart. If he were an actual person, we'd lock him in a box and set fire to it. But that's besides the point. Put up with the cat's incessant smugness and you'll find a pleasant enough platformer that's very, very *inoffensive*. *Legend of Kay* is the equivalent of Blue Peter, Ben Fogle or a kitten sleeping peacefully in a basket.

It's almost impossible to dislike. We know it's not what you'd call scintillating and we know it serves up every gaming cliché that you can think of, but... well, it's just so *charming*. You flop around, you swing on ropes, you chat with other animals and you batter things with a sword. That's what it purports to do and that's what it achieves. Simple as.

But you don't want to like this game. You've looked at the screenshots and decided, wrongly that it's complete crap and want us to pick away at *Legend of Kay*'s flaws like a pack of screeching vultures. We'll indulge you. Firstly, the collision detection is slightly out of kilter. You fall through scenery, you meld into foliage – the usual problems that occur when you don't have a 500-strong development team pumping away like the *Ratchets* and *Jaks* of the world. Then there's the mission objectives which are, more often than not, a crashing bore. Running tedious errands and jumping through hoops for vaguely annoying cartoon animals is *never* fun.

But we don't enjoy picking faults. No, really, we *don't*. Let's be positive again. What we do like is the way in which the game world is crafted. There are no 'levels', rather a quasi-free-roaming space in which to bound around. You follow markers on a map to find missions á la *San Andreas* and you can go pretty much wherever you like. To a degree. Exits are often blocked by mission-dealing rodents, forcing you to trawl through tasks to proceed. Which is fair enough. That's how the game works and if you like it, you like it.

Chances are you won't, much. It's all a bit simple, really. *Legend of Kay* is just a basic, balls-out-of-the-basket, cheap 'n' cheerful platformer that never offends, yet rarely entertains for any lengthy period of time. **Andrew Kelly**

This kitty litters stores from March 11th.

THE MONEY SHOT
When you first get your paws on a sword, the martial arts-style character animation is quite impressive. Very Crouching Tiger

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simplistic, but in a good way. Sort of relaxing. – Also simplistic in a bad way. Not much depth.	+ Colourful and stylish. Good character design. – Some fogging and low-res textures spoil things.	+ Good Orient-tinged musical score. – Voice acting, although decent, is irritating.

LIFESPAN
It's a fairly average length for a platformer. There are lots of missions, but when it's over, it's over, with no real replay value.
MINUTES — YEARS

IT'S BETTER THAN...
CRASH TWINSANITY

IT'S WORSE THAN...
RATCHET & CLANK 3

An average platformer that *only just* raises itself above clichés and re-hashes. Not awful, but too uninspiring to deserve more than the faintest of praise.

69

OLD SCHOOL COOL

20 SONIC CLASSICS IN 1

Celebrate Sonic's roots in this glorious blast from gaming past. There's 20 high-octane, highly-addictive classics jam packed into one must have compendium of Sonic joy, including:

- **7 Megadrive games**
- **6 Game Gear games**
- **7 unlockable Megadrive games**

Plus, there's additional comics, illustrations and movies all thrown in for your retro pleasure.

"Quite simply, the ultimate in retro anthologies"
Xbox Gamer

SONIC PLUS MEGA COLLECTION™

12+ www.pegi.info

XBOX

CREATED BY SONIC TEAM™

PlayStation.2

SEGA®
www.sega.co.uk

SEGA, the Sega logo and SONIC MEGA COLLECTION are either registered trademarks or trademarks of SEGA Corporation.

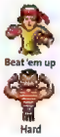
INFOSTRIP

DETAILS
Developer: SNK
Publisher: SNK
Players: 1
Memory Save: 305kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Before you complain about the lack of characters, hold R1 on the selection screen and a whole host of new scrappers magically appear."

GAMEPIE

40% Combos you'll *never* learn.
30% Always being a Capcom character.
20% Complex move lists.
10% Forgetting how to quarter-circle.

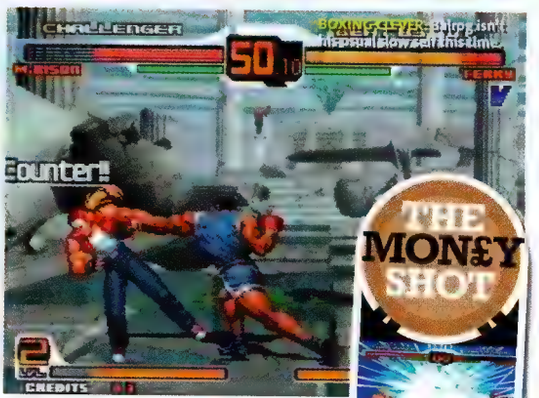
GAMEFAX

Beat 'em up
Old Skool
Hard
Budget

TRIVBURST
- 36 characters from a number of Capcom and SNK titles including *Metal Slug* and *Fatal Fury*.
- Three unlockable exclusive characters: Mega Man, Shiki and boss, Athena.

"YOU! DEATH!"

The hilarious 'Engrish' translation in *SVC Chaos* is an unwitting highlight of the game. Before each match, the characters have bout-specific taunts they fling at each other and the literal translation of Japanese text gives it a cheesy kung-fu movie vibe. Particularly funny are Balrog's, who comes across as a feckless dunce.

FIGHT CLUB: Kyo is *King Of Fighters'* answer to Ryu. Their fighting styles are similar, but Kyo's fireballs seem *slightly* faster.



BOXING CLEVER: Bison isn't impressed by Terry's first time.

Performing an 'exceed' move when your power bar is full. The resulting fireworks are lovely.

"EVERYTHING BUT THE KITCHEN, SNK?"

SNK VS CAPCOM: SVC CHAOS

SNK offer their slant on classic Capcom characters. The result? Improvements all round.

Does the world need another 2D brawler? SNK certainly think so. After three *Capcom Vs SNK* titles the tables have been turned and SNK have been put in charge of Capcom's stable, presenting their own version of much-loved characters – and you know what? They've never looked better. Visually, SNK's own particular brands of mega-detailed sprites have made characters like Vega, Ryu and Sagat look similar, yet somehow completely different. Better, in fact. And the animation has improved immeasurably. We've never seen Ryu lob a fireball with such lustrous precision. It's fantastic.

But enough of such graphics whorism – what's been done with the game itself? Well, the transition to SNK-land now lets characters like Guile and Ryu unleash projectile after projectile without pausing, which, though often rendered useless by the 'cancel' system from SNK's *King of Fighters*, makes for some interesting match-ups. Squeeze a couple past an inexperienced player and you'll literally feel like the man. After all, 2D beat-'em-ups these days are designed specifically to alienate newcomers and service long-time fanboys, hence them being so brutally impenetrable. We can't picture Joe Public playing *San Andreas* then settling down to a cosy game of *SVC Chaos*. It just doesn't happen. You have to be a certain type of person (some would say mental) to get your money's worth out of games like this, but then, they appeal directly to anal scrap fans who find nothing on Earth more enjoyable than memorizing lengthy tomes of combos and attacks. Which is fine. But compared to the more thumb-friendly Capcom brand of games, they can prove mighty difficult. Energy bars are twice as long, making 'Time Up' endings occur more frequently, the AI in arcade mode is brutally unyielding and the amount of D-pad-flexing required will stretch even the most supple of gaming left thumbs.

SVC Chaos is a dense, overbearing beast of a fighter that you'd be foolish to approach without prior knowledge of the *King Of Fighters* series. The combos are hard to pull off, there are about 18,000 of them for each of the 36 characters and it'll take aeons to master. But therein lies its beauty. If you consider yourself even remotely 'hardcore' (or just plain masochistic), you'd do well to invest 20 quid in this. *SVC Chaos* is one for people who take games seriously. Very seriously. **Andrew Kelly**

■ *Cause Chaos right now.*

PSM2 VERDICT

GAMEPLAY
+ Fathomless depths of combos and attacks.
– Simply too difficult for the beginners.

GRAPHICS
+ Well-designed sprites and fantastic animation.
– Looks a bit rough on larger televisions.

SOUND
+ Hilarious Banzai-style announcer.
– Typically cornball SNK 'rock' soundtrack.

LIFESPAN
Arcade mode lasts a while, but if you're willing to learn every character's major moves, you'll be at it for yonks.
MINUTES — YEARS

IT'S BETTER THAN...
CAPCOM FIGHTING JAM

IT'S WORSE THAN...
MARVEL VS. CAPCOM 2

Never have we tussled with a more complex fighting system. If you're happy to devote a large portion of your brain to it, *SVC Chaos* is a worthy purchase.

78

THEY TOOK YOUR HUMANITY. NOW YOU'RE TAKING IT BACK. PIECE BY BLOODY PIECE.

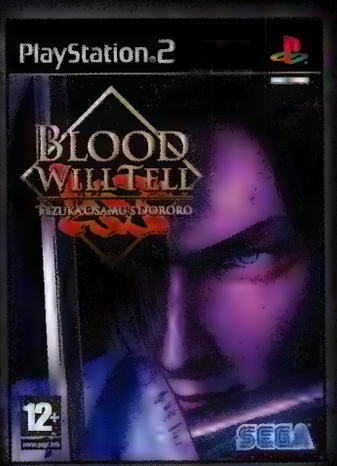
BLOOD WILL TELL

TEZUKA OSAMU'S DORORO

48 body parts stolen by demons in promise of power, you were left for dead. Now, you have become an invincible samurai, with your body rebuilt from an arsenal of deadly weapons. Aided by Dororo, a child thief, you must set out to destroy the demons and take back the body parts they stole from you.

AN EPIC TAIL OF BETRAYAL, DESTINY AND VENGEANCE.

OUT 18th FEBRUARY



12+ www.pegi.info

PlayStation.2

gamestation

www.gamestation.co.uk

SEGA

www.sega.co.uk

SEGA and the SEGA logo are registered trademarks of SEGA CORPORATION. Blood Will Tell is a registered trademark of TEZUKA PRODUCTIONS. Original story: © Tezuka Productions © SEGA, 2005 Character Design: © RED. All Rights Reserved.

INFOSTRIP

DETAILS

Developer: Crystal Dynamics
Publisher: Eidos
Players: 1-16
Memory Save: 86KB
Widescreen: Yes
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...

"SHOULD KEEP YOUR THUMBS AND YOUR BRAIN TICKING OVER FOR A GOOD WHILE."
PSM2#57

GAMEFAX

Easy | Original | Action | War

TRIVBURST

- 16 levels.
- Five futuristic cyber-superpowers.
- Full single player campaign and huge multiplayer mode for 2-16 players while in online mode.

PSM2 SILVER AWARD

"MAKING JC DENTON LOOK LIKE JR HARTLEY"

PROJECT:

Now is the winter of our discontent, which isn't ideal when playing one of the spring's most anticipated games.

THE MONEY SHOT

A briefing is cut short as attack helicopters swoop, robots kick in the door and you find out that becoming a bloody smear needn't be a bar to a career...

SMOKED: Meet Alvin, the evil Republic trooper who turned up late to the ambush.

"A FLAT-OUT SHOOTER WITH ITS INSPIRATIONS ON ITS SLEEVE"

Superpowers, kids. Just say no. Sure, they look tempting. Slow down time. Look through walls. Perhaps even bend light around you so that you can prance around, shimmering with that old special effect that stands out a mile off, and yet still be considered 'invisible'. Who'd turn down toys like that? Trouble is, the odds of either sneaking into the ladies' changing room or just sneaking another hour in bed every morning are precisely zero. Everyone always wants to, but fate is never, ever on their side. No, superpowers bring nothing but conspiracies, explosions and death right to your doorstep on a regular basis. Superpowers are trouble.

But in *Project: Snowblind*'s case, more so than usual. *Snowblind* was originally conceived as a *Deus Ex* spin-off (codenamed '*Clan Wars*', trivia fans) and vete[illegible] from UNATCO will find things very familiar. The wo[illegible] is much the same near-

TOP 5 POWERS

- Telekinesis
- Invisibility
- Lightning-throwing
- Bullet time
- Spoon bending

GAMEPIE

60% All-out blasting action.
20% Tormenting enemies with bullet-time.
10% Driving and robot-control.

DOT.COM

www.projectsnowblind.com The official site for the *Snowblind* online community. Games, downloads – the usual fanboy stuff.

BLINDED BY SNOW: If in doubt, zap 'em all with electricity or EMP weapons.

SNOWBLIND

"YOU'RE EFFECTIVELY AN UNSTOPPABLE KILLING MACHINE"

future dystopia of shattered dreams and abject poverty for anyone not selling small arms or neon tubing. Terrorists face off against bio-engineered government super-soldiers against dark backgrounds of treachery and urban decay. Fairly standard cyberpunk fare, all – it may well be the future but we've all been here before.

The big difference is that while *Deus Ex* was a shooter with RPG elements, *Snowblind* is a flat-out action FPS. From the intro movie onwards, *Snowblind* proudly wears both its aspirations and its inspirations on its sleeves, dropping you straight into a massive firefight that sees you and a squad of like-minded do-gooders taking on everything from attack helicopters to plasma-spitting robots, leaping effortlessly from smoke-spluttering gun emplacements to shock grenade attacks on a seemingly endless stream of armour-clad baddies, Even so, it's only after this that things start to open up. Your path through each level is practically on a rail but how you approach each particular encounter is entirely up to you.

Take a particularly enjoyable early level in a parking garage – and no, we can't believe we just said that either. You can blitz through with pistol and shotgun and machine gun and generally be boring, or hold down L1 to open up what isn't so much your arsenal as a psychopath's toy-chest. Steal a car and run over enemies? Switch to slow-mo, charge to the gun turret in the back, punch its operator out and spray the room before anyone can blink? Spike a passing robot with a hacking Icepick probe, switching to its perspective and stomp around in impunity with plasma and high explosives? Roll out the grenades? Lay mines and lead enemies over them? Or just activate your force-field and walk calmly past, pausing only to give them all the finger? All are possible.

The range of goodies at your disposal is ridiculous – what most shooters keep in reserve

EXTRAS! EXTRAS! EXTRAS!

Autosave This

- *Snowblind* only lets you save in specific rooms on each level, and makes you replay huge parts if you miss them. You also have Nanoboost pick-ups to restore you at death with full health, full powers and probably a full-on headache.

ROBO RAMPAGE

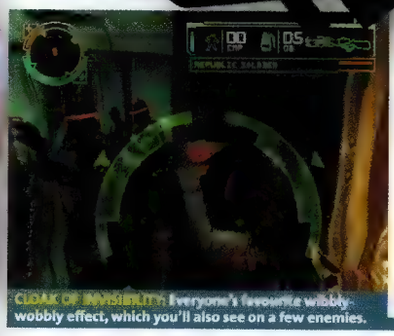
Hacking a robot is always useful. If they get blown up, no problem – it's one obstacle you don't have to deal with yourself. However, trying to spot the squiggle of enemies through the red haze of a computer screen can be difficult and you're rarely allowed to go very far before having to return to your weak human body.

SEEING RED: Enemies instinctively know you've taken over one of their metal pets. They spare no firepower to get you out again.

"YOU CAN FINISH SNOWBLIND IN ONE SITTING – TWO IF YOU STOP FOR A DAIRYLEA DUNKER"

MAGIC AND MAYHEM

Your powers are predictable, but, well, powerful. There are five in total, each handed out at suitable points in the game, and one of the more amusing parts of the story is just how jealous everyone seems to be – especially near the end, when you're proposing suicidal charges on enemy strongholds using Amazing Science Power and your colleagues are thinking more of, say, 'Surrender'. Luckily, they prove as good at fighting as they are at licking your boots.



CLOAK OF INVISIBILITY: Everyone's favourite wibbly-wobbly effect, which you'll also see on a few enemies.

BALLISTIC PROTECTION: Unbreakably powerful – the only thing it doesn't protect you from is a hail of insults.

ELECTRIC BOOGALOO: A cloud of floating blue death capable of giving the toughest baddies a nasty shock.

until the bitter end, *Snowblind* scatters around like confetti. You're never short of ammo or at least something to give your enemies a seriously bad day, while a constant stream of bioelectric top-ups keep your superhuman abilities humming.

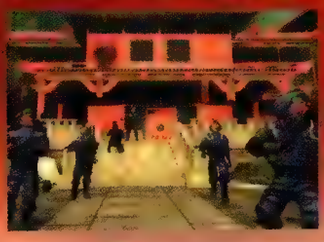
And that's the problem, right there. The biggest challenge in *Project: Snowblind* is not bottling out and effectively cheating your way through everything like an electronic Superman. You can pretty much keep your bullet-proof shield switched on for the duration and while the early levels give you plenty of reasons not to – the satisfaction of clearing an entire room before they can make a break for the alarm is pleasing, as is casually wandering into your target room straight past its crack guards – the latter ones are so chock-full of guards and security bots and turrets and all manner of other deadly metallic stuff that doing anything else seems a waste of time.

With or without this game-sanctioned God Mode, your powers ensure that you're an effectively unstoppable killing machine – but when you get cut-scenes of guards happily wandering through their base, whistling a jaunty tune to themselves and then turning a corner straight into the barrel of your slow-motion shotgun, you start feeling less like the Terminator than the Six Million Dollar Tosser. Enemies just fall down in your path and even the big bad boss is as easily put down as a rabid poodle. Easier, really, as both his bark and bite are rubbish.

You can finish *Snowblind*'s single-player campaign in one sitting – two if you stop for a Dairylea Dunker en-route – and while there are a few tooth-grinding moments here and there, it only really becomes challenging in the last couple of levels, where the sheer mass of enemies can cut through your shield like hot knives through butter, and random, easily punchable grunts are perpetually flanked by giant stompy robots. That sense of wonder at the game giving you all the toys early? Forget it. They're right on time. When it looks like you're getting to the bit where the villains' *real* plan is unveiled, you're really

CRUSH, KILL, DESTROY: Flying or frying, your enemies love to go out with a bang.

TOWER OF EASY-PEASY: Too bad that this really is as easy as it looks...



OFFICE WARS: Four-to-five PM drags or long enough without bloody bullet time...

PSYCHOPATH'S TOY CHEST

As well as your weapons and powers, you have all sorts of objects to play with – including the Kicker gun that pushes and pulls objects around the map, defensive Riot Shields, search-and-destroy Spiderbots and the Icepick, which puts you behind the wheel of giant, deadly robots. All have alternate fire modes, opening up plenty of entertaining choices.

SNIPER RIFLE: Don't waste time on individual enemies – let the toughest ones to switch their loyalties in your favour.

ROCKET LAUNCHER: Homing or straight, it's phallic indeed.

CARBINE: Eat with it, sleep with it, hurl grenades from it.

RAIL LASER: Pass through walls (though some dodgy clipping can make that true for other guns as well). Also: Explosions!

approaching the end of the game. The excellent early levels give way to a dull bunker where using the shield becomes second nature just in the name of getting out before your brain retires, before finally returning you to high-pressure urban warfare and then... well, nothing really. Really disappointing? Oh, yes.

What makes this particularly sad is that while the story itself isn't anything special, its execution is superb. The writing is excellent, from the opening cut-scenes where the scientists responsible for fitting up your super implants forget how to switch on the bullet-proof shield, to shots of your apprehensive team not just riding to certain death and charging to the rescue, but berating your superpowered lout for dreaming up a half-baked plan to save the world that only a guy capable of spontaneously becoming invulnerable could ever walk out of. It works. It works well. If only we could have had a whole game of it.

Snowblind is a good game, but one that feels like the base of a great one – mysteriously chopping itself down to size with its overpowered main character and a barely bite-sized single-player campaign. Yes, there's multiplayer in the box as well – but with no split-screen mode it's pretty unlikely that *Snowblind* will last most players longer than a casual weekend.

There are healthy online modes for those blessed with the hardware but in terms of originality and quantity even these are bested by *TimeSplitters: Future Perfect* (also reviewed this issue). In the end, *Snowblind*'s greatest achievement has nothing to do with big guns or flashy effects – just masterfully snatching defeat from the very jaws of success, before disappearing back into the cold neon night. **Richard Cobbitt**

■ Project: Snowblind *hits the streets in March.*

"SNOWBLIND EFFECTIVELY SNATCHES DEFEAT FROM THE VERY JAWS OF SUCCESS"

EXTRAS! EXTRAS! EXTRAS!

Mult player Madness

■ Online action offers a class-based system to break up the competition into a manageable size and modes ranging from straight capture-the-flag to mode where two players can work together, one driving a vehicle (be it tank or buggy) while a second mans the guns. There are even games with lockable doors which require hacking by opposing teams.

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ High explosive, ultra-flexible corridor blasting. – Single-player mode far too short and easy.	+ Great movies. Intricate areas to blast through... – ... but often very similar, with the same enemies.	+ Excellent voice work and meaty sounding guns. – Repetitive music and irritating alert noises.

LIFESPAN

Possibly increased by switching on slow-mo throughout, but – in single-player mode you'll be done before you can say "That's it?"

MINUTES ... YEARS

IT'S BETTER THAN...
GOLDENEYE: ROGUE AGENT

IT'S WORSE THAN...
TIMESPLITTERS: FP

Snowblind's single-player mode is highly enjoyable but it's only through extensive multiplayer that you'll get your money's worth. And it all looks so great...

83

INFOSTRIP

DETAILS
Developer: Konami
Publisher: Konami
Players: 1-2
Memory Save: 124kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Spent most of Sunday running on the blades of a helicopter, fighting a UFO with a flamethrower. How was your weekend?"

GAMEPIE
70% – Shooting
5% – Weeping
25% – Dying

GAMEFAX
2D
Old school
Hard
On-rails

TRIVBURST
- Includes exclusive poster and packaging artwork by Jim Lee.
- New samurai as second playable character.
- Futuristic, er, exploding barrels.

THE MONEY SHOT

Bosses are huge and visually very dramatic, but even non-bosses can be impressive... hit this guy in the back to shorten this fight hugely.

ARE YOU SERIOUS?

The story and characters could hardly be more stupid. The intro, in particular, shamelessly crams every cliché and pubescent macho fantasy into a movie so astonishingly ape-like it's hard to believe it's not satire. Muscle-bound, cigar-chewing, scar-faced rednecks that make Rambo look like a tipsy librarian? You got it. Meanwhile, the story involves villains themed around plants, pets and pheromones, among other things, and climaxes with a fight against a talking dog with his own flying aircraft carrier. Yes, it does.

BIN:
You dog!
You're going to sacrifice your own men!
STEELY BLONDE: Look, it really is a dog! That's very clever. The script, direction and voice acting is so bad it's actually funny.

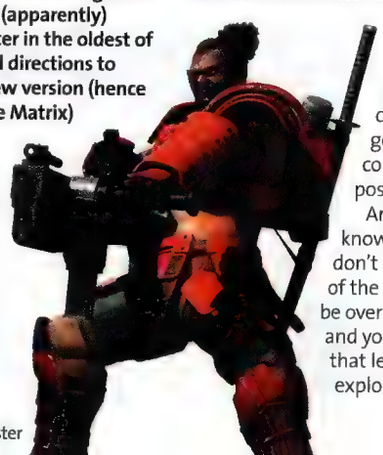
"KILL THE NEW BOSS; SAME AS THE OLD BOSS..."

NEO CONTRA

The past is a different Contra; they do things differently there.

What is *Neo Contra*? It's absurd. It's old. It's brief. It's unforgiving. And in some ways it's compelling... OK, so is it actually good? That depends more than usual on your own attitude to games, but you don't have to be some faded geek in rose tinted glasses to enjoy it. At least, not once you've found how to change the difficulty to 'easy'. *Contra* was an (apparently) popular top-down scrolling shooter in the oldest of old-school styles, though it mixed directions to create a feeling of 3D. And this new version (hence the 'Neo' – nothing to do with The Matrix) is actually 3D, which is allegedly something we should be excited about. However, the game works in exactly the same way. Still. Never mind, eh?

There's not much time for sightseeing anyway. One hit kills you. Touching an enemy kills you. At times, avoiding all the bullets, rockets, blade-swinging soldiers and electrical attacks is like throwing a letter through a postbox from the end of the garden. In a storm. It's incredibly hard, and with only five lives with which to finish an entire level – which includes a boss fight – near-endless repetition is the order of the day. Fortunately, that Easy setting we mentioned gives you 30 lives instead, letting beginners at least see more than the first five minutes. You might think four levels is pretty paltry (and you might be right) but with such concentrated action, it's not the problem it could be. Even on Easy it's going to take a few hours to complete – on Normal, possibly days.



And it's all about experience, knowledge. At first, when you don't know the attack patterns of the many enemies, it's easy to be overwhelmed. But keep at it and you build an understanding that lets you avoid pain and exploit the inevitable weak spots. It's a classic gameplay tactic. Each character has three weapon sets, but really there's little between them bar the look – each has a targeted missile, a high-rate-of-fire type thing and a grenade thing. There's also little difference between the characters, and both appear in the utterly ludicrous cutscenes whether they were there in-game or not.

It's always intense, however – a pace unlike 'normal' games now – making other 3D shooters look snail's pace. And just how much of a change you want will determine your feelings about *Neo Contra*: it's undeniably old, absurd, brief and unforgiving. But if the parade of war-based first-person shooters aren't lighting you up any more, it could be exactly what you need. **Steven Williams**

■ *Neo Contra is in shops now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's a real challenge. – A bit simplistic and ridiculously unforgiving. Waaaay too tough.	+ Loads of movement, large-scale enemies – Nothing special. Just top-down pseudo-3D.	+ Sounds like a one-man warzone. – Execrable voices and music that oozes evil.

LIFESPAN
It's incredibly challenging, certainly, but it's so tough you might quit and find an easier hobby. Catching sharks in your teeth, perhaps.
MINUTES — YEARS

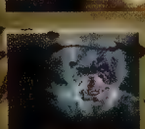
IT'S BETTER THAN...
BLOWOUT

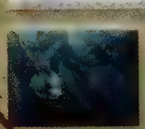
IT'S WORSE THAN...
GRADIUS V

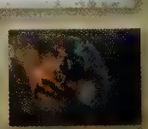
The 3D makeover is near-irrelevant – this is firmly rooted in decades-old 'classic' gameplay. Fun, but strangely out of place among more 'modern' PS2 experiences.

7.5

UNLEASH THE BEAST WITHIN







Wendigo

12+
www.pegi.info

OUT 18th FEBRUARY

© SEGA, 2005. SEGA, the Sega logo and Altered Beast are either registered trademarks or trademarks of SEGA Corporation. All rights reserved.

SEGA®
www.sega.co.uk

INFOSTRIP

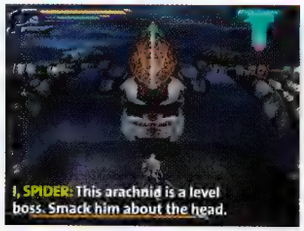
DETAILS
Developer Konami Tokyo
Publisher: Konami
Players: 1
Memory Save: xxkb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

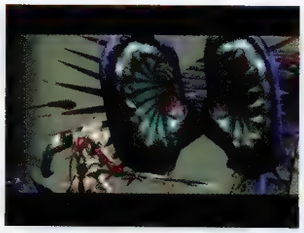
PUBTALK
The smart arse thing to say down the boozer.
"While humans only have four different blood types, cows have over 800. God help the cow who needs an emergency transfusion."

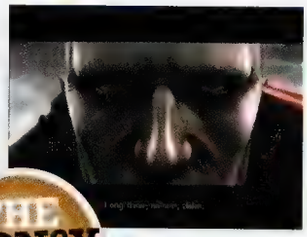
GAMEPIE
99% Blood. More blood than you could possibly believe. It's eye-opening.
01% Other stuff. It's all about the claret, it really is.

GAMEFAX
Violent
PS2 Exclusive
Jap Curio
Original

TRIVBURST
- New from Koji Igarishi, the bloke behind Castlevania.
- Sword tricks a result of a collaboration between Konami and stunt theatre group, Japan Action Enterprise Company.


I, SPIDER: This arachnid is a level boss. Smack him about the head.





SLASH 'N' BURN: Kill them all. Just kill them. They deserve it.

WHO ATE ALL THE PIES? Jake kicks in a metal gutbucket.

THE MON£Y SHOT

Sod boring old red blood – what you want is multi-coloured haemoglobin, flying around like slightly gory party popper streamers. We much prefer playing this way it adds some much-needed life to the process.

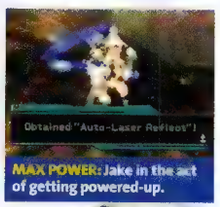
"BLOODY HELL..."

TREE AND EASY

Nano Breaker's sole stab at innovation lies here, with the 'combo tree'. As Jake merrily slaughters 'bots, he collects tokens which he can use here to build more powerful combos and weapons. So you can either continually upgrade one combo until it's more powerful than, ooh, the National Grid, or keep upgrading each one bit by bit and keep your moves well-balanced. It's a nice idea, but you'll probably still end up stabbing buttons at random.

COMBO-NATION: Pick up icons, build better combos, go "ooh, that's nice-looking," then go back to basic slashing again.

AXE MAN: This big axe is one of the early combos.



MAX POWER: Jake in the act of getting powered-up.

NANO BREAKER

How much blood is too much blood? It's time for something of a claret overdose...

Half-human, half-cyborg Jake emerges from the carnage, splattered head-to-toe in the crimson blood of a thousand foes. He pauses, looks around. Suddenly, without warning, his greatest enemy drops out of the sky in front of him. "We have unfinished business, Jake," snarls the man-machine, towering high, eyes glowing with the fire of unfulfilled vengeance. "I knew we'd meet again," replies Jake, undaunted by the homicidal monster thirsting for brutality. "...Keith."

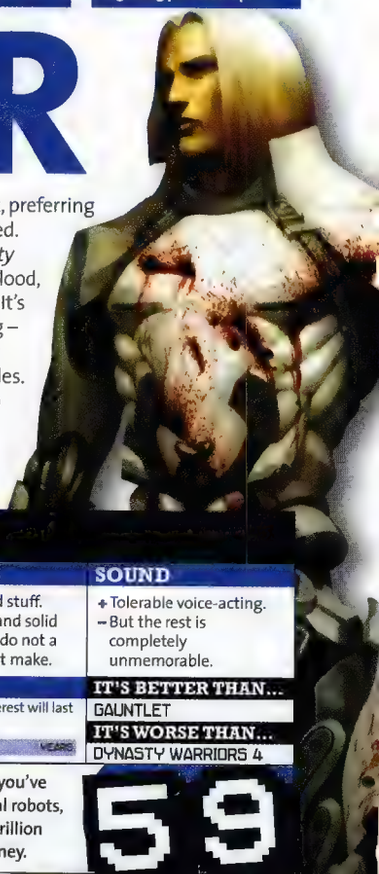
Keith! Sweet Jesus. Now that's how to ruin a reputation. It's like taking Marlon Brando in The Godfather and calling him Cecil. It's like buying a rottweiler and naming him Susan. It's horribly jarring. When things like this happen, you know someone wasn't paying attention.

A small point, though, in a game stunted by just one major flaw: repetition. *Nano Breaker* (quick plot synopsis: in the future, mankind relies on robots named nano-bots, who rebel and start killing – stop them) revolves solely around increasingly tedious sword-pokery and hammering at the buttons until either the joypad or your fingers break. There are lots of special moves and combos and tokens to collect that let you create new ones but when it comes down to it, none are as simple and effective as just pressing ◎ for a bog-standard horizontal slash.

But you're not supposed to be bothered about that, right, because of the gore factor. And there's certainly a lot of it. Fountains of shiny blood spurt out of your robot enemies (robots being known for their haemoglobin quantities, of course) at even the slightest jab. Unfortunately, there's so much Dracula juice, it ends up losing its impact entirely – although the blood counter (in gallons) at the bottom of the screen is a nice touch, letting you know exactly how much has been shed. Our advice? Switch to 'muticoloured' on the options screen and watch as blood spurts in rainbows, coating the screen like some sort of macabre cake icing. It also adds colour to the otherwise unremittingly grey surroundings and distracts slightly from the fact that a lot of the baddies seem curiously reluctant to fight back, preferring to just stand idly by and be slaughtered.

Essentially, *Nano Breaker* is *Dynasty Warriors* with robots, but with more blood, less exploration and less atmosphere. It's not bad, exactly, just a bit unsatisfying – kind of like craving a Chinese but only having the cash for some Super Noodles. It'll a gap for a while, but you'll end up desperate for something a bit more substantial. **David Cook**

■ Nano Breaker *is out February 18th.*



PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The excessive blood spillage is entertaining. – But it doesn't mask the monotony for too long.	+ Lots of the red stuff. – Brown levels and solid grey horizons do not a visual banquet make.	+ Tolerable voice-acting. – But the rest is completely unmemorable.

LIFESPAN
Once the novelty of the heart-juice wears off, your interest will last as long as something that's really not very long at all.
MINUTES — YEARS

IT'S BETTER THAN...
GAUNTLET

IT'S WORSE THAN...
DYNASTY WARRIORS 4

It's fun at first, but by the time you've slaughtered ten trillion identical robots, the prospect of another thirty trillion pales somewhat. Save your money.

59

INFOSTRIP

DETAILS

Developer: Capcom
Publisher: Capcom
Players: 1
Memory Save: 104KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Sequel
Old-skool
Platformer
Shit

"LORD ALMIGHTY, NOT ANOTHER ONE..."

MEGA MAN X8

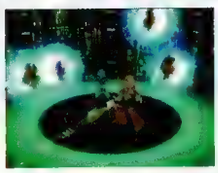
Hey, everyone, Mega Man's back! Everyone? Where'd you all go? Sorry, Megs, looks like we still hate you...

Has anyone tried to sue Mega Man under the Trade Descriptions Act yet? It's just that, according to the dictionary, 'mega' is defined as 'surpassing other examples of its kind'. In a world with *Ratchet 3* in it, such brazen cheek deserves to be punished with a vicious crowbar bludgeoning to the skull, if only to put him (and us) out of his misery.

So, another 2D platformer so basic, you'll wonder if the last fifteen years of progress has actually happened or if you just fell asleep after Twin Peaks ended and forgot to wake up again. As always, take the blue-clad goon (and one of his mates) and jump about some utterly forgettable environments until one or both of you dies. Or you can have a crack at the levels that are more than mere sideways scrolling climbing-frames. Oh, yes. There's one where you're chased by a giant fire-breathing robot. And one where you jump *down* a series of platforms instead of across. 'Wow'. There's another in which you ride a sled in a (shock, horror) 3D racing bit, except that the cornering and jumping is handled for you, and so becomes a pointless charade in which you simply line up the sledge with the ramps. And there's a 3D flying shooter bit which reminds us, of all things, of *Rez*, but without that game's style and without actually being interesting.

It's all just so basic, in looks and gameplay. OK, there are (occasional) fun bits and there's a nice shimmery cut-scene when you launch a dual attack, but really, this is pointless. Just like you knew it would be. Tsk. **David Cook**

■ 'Mega' Man X8 *craps all over GAME on February 11th.*



PSM2 VERDICT

2D platformers on PS2 shouldn't always be dump, but they are. *Mega Man X8* isn't the worst offender, but *seriously*, who wants to waste time playing this?

4/5

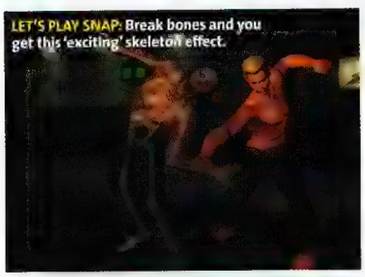
INFOSTRIP

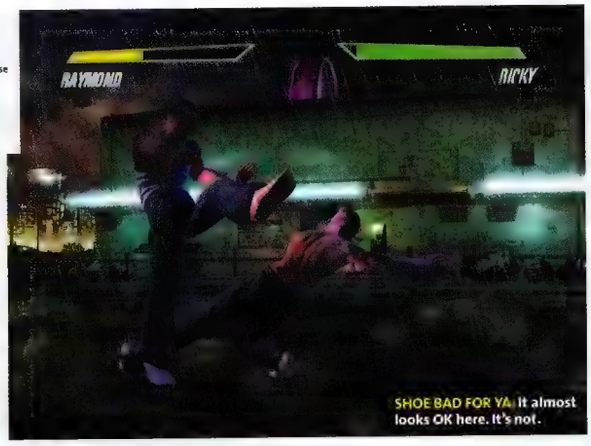
DETAILS

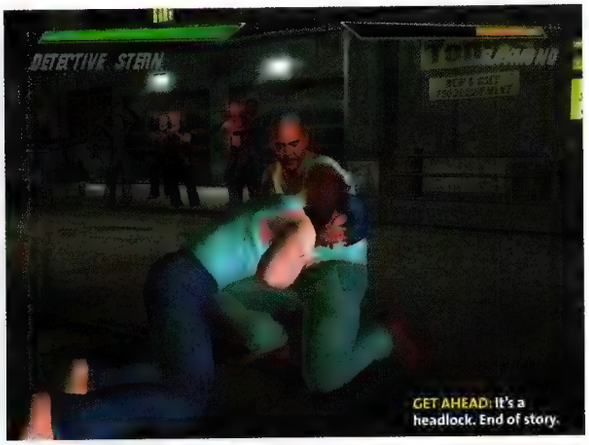
Developer: Genuine
Publisher: Vivendi
Players: 1-2
Memory Save: 67KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Beat 'em up
Official License
Film tie-in
Shit



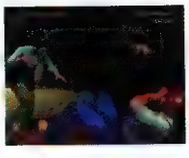




"TOTALLY RUCKING AWFUL"

FIGHT CLUB

We'd rather make soap out of bellies.



There are lots of really good clubs. The Dennis the Menace Fan Club, for instance. That's great – you get a free Gnasher badge. It's all furry and its eyes move and everything. Or there's the YMCA. You can have a good meal. And hang out with all the boys. Andy loves that one. Or Club biscuits. We're not sure if you can still get them, but they were top, especially the orange ones... Anyway *Fight Club* is like a really shit club. Like a club foot. Or seal clubbing. But even less watchable.

Fight Club is a turgid, unimaginative, atmosphere-free, unresponsive bedpan of a beat-'em-up which could only really be made worse if it came with a free flesh-eating bug in every box. Were it to be a singer, it'd be Celine Dion. If it were a foodstuff, it'd be a sprout Pot Noodle. If it were your girlfriend, you'd dump her for someone more presentable like, say, Anne Widdecombe. It's simply a case of watching as two blokes shuffle awkwardly around, flailing limply at each other now and then, each blow landing without any semblance of impact. And the few spectators make no noise whatsoever – it's like rucking in a funeral parlour. The controls are slow to respond, it's got fewer moves than an all-amputees disco, it's lacking in any sense of excitement and there's just no reason why you should ever want to play it. Positives? Erm... it just about looks reasonable. If you squint a bit. But that's about it.

Forty quid for *this*? Someone's having a laugh. Don't buy *Fight Club*, we beg you. You may as well just go round to Vivendi HQ and pay someone there four notes to kick you very hard in the balls. At least that might provoke a reaction. **David Cook**

■ *If you really, really must,* Fight Club *is out now.*

PSM2 VERDICT

At some point in the future, selling games this rotten will become illegal and we won't have to administer kickings like this any more. Awful. We feel ill.

1/9

INFOSTRIP

DETAILS

Developer: Visual Concepts
Publisher: Take Two
Players: 1-5
Memory Save: 65KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

US Sports | Sequel | Budget | Multi-tap

"IT'S TIME TO BUFF YER HELMET"

ESPN NFL 2K5

Yes, it's football. Just not the proper sort...

Electronic Arts' quest for global domination could spell the end for sports games as we know them. You see, EA have tied up the exclusive rights to the ESPN, which means that the whole NFL is, from now onwards, EA property. Can you see EA letting another company use their licenses? They better not do the same with FIFA...

So what can you expect from what might be the last in this solid NFL series? Well if you thought that the TV-style presentation of EA's pigskin-fest *Madden* was good, you haven't seen anything yet. To give the full bombastic feel of the sport Americans love more than nachos you're showered with intricate replays of key events commented on by over-enthusiastic presenters. Then there's The Crib, where 'celebrities' like Funkmaster Flex challenge you to a game. Once you're in a match-up with one of these celebs, a picture of them pops up in the corner of the screen while they taunt you unceasingly. It's a game that knows it's a game...

PSM2 SILVER AWARD

On the field, the action is hard-hitting as tackles fly in and deliver a fat helping of pain. It's intense stuff – breaking a defensive line and scoring a 50-yard touch down feels deeply rewarding and will have you whooping along with the fans while your player dances in the endzone.

So, what's to come of the series? Rumour suggests that *ESPN* will survive, but with EA badges. But what of *Madden*? We'd guess we'll see *ESPN Madden* at some point. But right now, who can say? Get this in while you can. **Nathan Irvine.**

■ ESPN NFL 2K5 *has already touched down.*

PSM2 VERDICT

Twenty quid for the best US Football title out there. Great presentation and loads of options makes this deeper than the Atlantic Ocean. But not as wet.

83

INFOSTRIP

DETAILS

Developer: Kush Games Inc
Publisher: Take Two
Players: 1-5
Memory Save: 192KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

US Sports | Sequel | Budget | Multi-tap

"TIME TO GET YOUR SKATES ON"

ESPN NHL 2K5

Otherwise known as 'brutality on ice'...

Ice hockey is in major trouble. Wages are too high and income is too low. Players have offered to take a 24% pay cut, but the NHL are worried that as soon as the season starts, they'll backtrack and leg it to the courts, demanding huge payouts. Still, while meltdown occurs over there, we've got the closest thing to the NHL on these shores.

ESPN NHL 2K5 is the most complete ice hockey game yet, capturing the mix of skill and thuggery perfectly. The commentary is spot-on and, when you're not tearing up the ice, you can visit the Skybox, and view your trophies and unlockable movies. The control system allows hardcore fans to organise every aspect, from pinning opponents to line changes. But even gamers who are fresh to the series can handle a full season because you can get away with just shoot (○), pass (⊗) and charge (□). Oh, and smashing opponents through the plexi-glass with the right stick.

The mini-games from last year's outing have returned to offer an alternative to the match modes. So expect to be smashing targets around a goal or trying to achieve the fastest slapshot by using a *Tiger Woods*-style swing. They're a nice break from the action, but they should've included a toe-to-toe fighting mode where you get to kick seven bells of frozen crap out of each other.

PSM2 SILVER AWARD

In a frozen nutshell, *ESPN NHL 2K5* offers a comprehensive franchise mode for the hardcore and mindless sub-games for people who, like girls, just wanna have fun. The series gets better, but now EA have sole rights to the ESPN, its future lies in their hands. What happens now? **Nathan Irvine**

■ ESPN NHL 2K5 *is sliding around in stores now.*

PSM2 VERDICT

The complete ice hockey experience, this is one for novices and hardcore fans alike. And for £20, who can argue with that? If you want hockey go buy this now.

82

KONAMI
KING ARTHUR
Become a Legend
...or History
THE ROUND TABLE IS FOR HEROES ONLY. WITH THIS LAVISH ADAPTATION OF THE BLOCKBUSTER MOVIE BY PRODUCER JERRY BRUCKHEIMER YOU WILL EXPERIENCE, THAT THE MIDDLEAGES HAVE A BRIGHT FUTURE WHEN IT COMES TO ACTION. PLAY ONE OF FIVE PLAYABLE CHARACTERS AND PLACE YOURSELF RIGHT AT THE SIDE OF THE LEGENDARY KING ARTHUR. INCREASE YOUR FAME WITH FIVE INDIVIDUAL WEAPONS AND ABILITIES - IN THREE DIFFERENT COMBATSTYLES - EVEN WHILE RIDING A HORSE. FOTOREALISTIC ENVIRONMENTS BRING YOU CLOSER TO THE PAST THAN EVER BEFORE. TAKE YOUR SEAT - AND ACTION.
XBOX
NINTENDO GAMECUBE
PlayStation 2
12+
www.konami-europe.com

konami® is a registered trademark of konami corporation. all rights reserved. | "PS" and "playstation" are registered trademarks of sony computer entertainment inc. all rights reserved. | microsoft, xbox, and the xbox logos are either registered trademarks or trademarks of microsoft corporation in the u.s. and/or other countries and are used under license from microsoft. | NINTENDO, NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. | King Arthur game © Bluroy. King Arthur film images © Touchstone Pictures

INFOSTRIP

DETAILS
Developer: Heavy Iron
Publisher: THQ
Players: 1
Memory Save: 138kb
Widescreen: No
50-60Hz: No
Surround Sound: no

PUBTALK
The smart arse thing to say down the boozer.
"Sponge what? Pants? Would you like me to call you a taxi?"

GAMEPIE
70% Simple platforming.
5% Stat management.
25% Other stuff. Er... Whatever.

GAMEFAX
platformer
official licence
for kiddies
shit

TRIVBURST
- Film sponsored by the Cayman Islands. First to be endorsed by a landmass?
- The Flaming Lips have a track called SpongeBob & Patrick Confront The Psychic Wall Of Energy.

TWANGER: Hateful, isn't he?

THE MONEY SHOT

Mr SpongeBob actually looks pretty much like he does on the telly and that's about the best thing you can say. It's about the only thing the game really offers.

HIT MY NUTS: A hammer-weiding underwater peanut. Yesterday.

"IT'S SHIT TO BE SQUAREPANTS"

THE SPONGEBOB SQUAREPANTS MOVIE

The most amazing sea adventure since Fort Boyard. Woop.

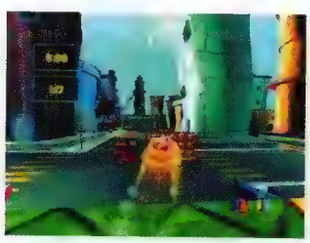
BURGER THAT FOR A LAUGH

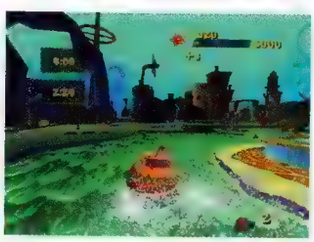
Driving sections involve haring through town picking up nitro boosts and avoiding traffic. Just like *Burnout 3*, then... or not. It's all as basic as can be – and incredibly hard to fail – but it does at least have one nice effect. During a jump the layers of the burger come apart in the most convincing 'jumping beefburger with wheels piloted by a sponge and a starfish' effect we've ever seen. Get these people at job at Criterion, pronto.

There's a basic flaw here, beyond it all being a bit rubbish. That's the way you're platform jumping underwater. Hmm. Why not just swim? You could just about argue that Bob, as a sponge, is waterlogged and therefore heavy, but Patrick – the other playable character – is a starfish. If he can use his tongue to swing on things (and he can) then he can certainly wave his stupid arms to swim. So it's just *wrong*.

Perhaps realising this, developers Heavy Iron (of recent *Incredibles* fame) have made it look (and play) like any other land-based platformer, simply adding trails of bubbles. This also frees them from putting any thought into enemies, who shuffle about on the ground like normal. Even the jellyfish, for god's sake... if the developers had bothered to make use of the 3D movement water provides, *SpongeBob* could have been quite good. But they haven't. This feels rushed like a film licence.

It's a rather strange mix of dolefully simple – about right for undemanding four year-olds, say – and overly complicated. An ability-upgrade is tucked away forgettably on the SELECT button, while level navigation is hardly obvious – on one stage, we struggled for some time before realising that it was, in fact, impossible to complete because we hadn't yet got the required move. So we had to warp somewhere else to get it – once, that is, we'd figured out where and why. And how. Fellow platformer *Jak & Daxter* is never like this, and *that* caters for adults at the same time: there's really no excuse for feeble tosh like this.





SpongeBob fans will perhaps forgive some rubbishness for the chance to play as their heroes, but even they will be disappointed with the cutscenes. Despite the visual style being as basic as the muscles on a chicken's bumring – and despite the heavy Nickelodeon branding – neither moving cartoon or the game engine is use. All you get are stills. *Stills!* Dreadful.

Mind you, the game engine cutscenes would struggle to impress anyway, as the incredibly basic looks don't bring the expected smoothness: explosions in particular cause dreadful slowdown. Quite how a machine that runs *GTA*'s cites, *Metal Gear*'s jungles and *Burnout*'s crashes can be so badly mishandled, after all this time, is a mystery. Repetitive combat arenas, middling driving sections and endless crate-breaking/arbitrary token-collecting hardly provide consolation for your stinging eyes, either. *SpongeBlah SquareBlah* is yet another game that equates 'kid' with 'moron' and cynically fails to even bother. It does just enough to qualify as a game and that's it. Watch the SpongeBob movies and cartoons. Buy the pencil case. Wear the temporary tattoos. But play something, anything, else. Can we stop with the *SpongeBob* games now? **Steven Williams**

■ SpongeBob *soaks up pocket money right now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Unlockable new moves, if you can be bothered. – Very basic, little challenge.	+ They'd look quite reasonable... – ... if it was on PSone. Not now, however.	+ Sure to please excitable youngsters. – Sure to horrify absolutely everyone else.

LIFESPAN
Well, there are tons of levels. Sadly, they're all badly designed works of putridity. But there are a lot of them...
MINUTES — YEARS

IT'S BETTER THAN...
FINDING NEMO

IT'S WORSE THAN...
RATCHET & CLANK 3

Sadly lazy platforming adventure that take the sentence 'it's for kids' and adds a silent 'so we won't bother'. Kids, and indeed Bob himself, deserve better.

43

American Sports – Quality Gaming you can't afford to miss. Only £19.99 each!

3+ www.pegi.info

PlayStation.2 XBOX VISUAL CONCEPTS SEGA GS

Sega is registered in the U.S. Patent and Trademark Office. Sega and the Sega logo are either registered trademarks or trademarks of Sega Corporation © SEGA CORPORATION, 2004. All Rights Reserved. NHL and the NHL Shield are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2004. All rights reserved. © NHLPA. ESPN NHL 2K5 is an Officially Licensed Product of the NHLPA. NHLPA, National Hockey League Players' Association and the NHLPA logo are trademarks of the NHLPA and are used under license by Sega of America, Inc.© 2004 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other (NFL –related marks) are trademarks of the National Football League. Officially Licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayer.com © 2004 PLAYERS INC. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2004 NBA Properties, Inc. All rights reserved. ESPN is a trademark of ESPN, Inc. ESPN Branded Elements ©2004 ESPN, Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the US and/or in other countries and under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

"CRUISE IN CONTROL"

COLLATERAL

Tom Cruise gets a grey dye job and everyone else just dies in this killer thriller...

Not many people can say, "I had that Tom Cruise in the back of me cab last night," especially since he tends to travel by limo/motorbike/bungee cord these days. But Jamie Foxx's cabbie character Max can make that exact claim. However since the Cruiser's character this time out is lethal, brutal killer Vincent, he may not live to tell that tale to a never-ending series of bored passengers. Anyway, Collateral boasts not only the best Cruise turn for a long time as the silver-haired, sociopathic slaughter-merchant, but a matched performance from Oscar-whispered Foxx and sleek direction from Heat's Michael Mann. Prowling the dark backstreets of LA for this well-crafted thriller, Mann shoots on digital video, which, while it occasionally ends up looking like your dad's dodgy holiday video, it gives the flick a sharp sense of reality and picks up the neon flash of the city. Trust us, you've never seen Los Angeles filmed this way before. Forget the usual Sunset Strip drive-bys: this is the hidden heart of the city, where crime rules supreme. But that's just the polish. The film's quality lies in its people.

"WHEN MANN LETS VINCENT OFF THE, LEASH, THE RESULTS ARE SIMPLY EYE-WIDENING STUFF"

THE KILLING GAME

Cruise makes the most of his dark character, chewing on a script that lets him play it evil, even making Vincent feel well-rounded and human, despite the Terminator-like precision with which he does his jobs. Foxx, meanwhile, plays Max as a normal man caught up in events beyond his control when Vincent forces his friendly, happy cabbie into a nightmare of assassinations and police encounters. And talking of the coppers, Mark Ruffalo and Peter Berg make for gritty, hard-bitten detectives on the trail of Vincent's bloody spree. Mann keeps the story paired down and emphasises the drama over the action – which may not be to everyone's taste. But when he does light the blue touch paper and let Vincent off the leash, the results are eye-widening, with a club shoot-out ranking as a particular highlight. After the disappointments of Ali and The Last Samurai, it's good to see Mann and Cruise back on form.

STARRING
- Tom Cruise
- Jamie Foxx
- Mark Ruffalo
- Peter Berg
- Jada Pinkett Smith
- Javier Bardem
- Klea Scott
- Bruce McGill

DIRECTOR
- Michael Mann

CERTIFICATE
- 15

PRICE
- £22.99

RELEASE
- January 17th

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Top dialogue. Cruise is damn cool. – Ending gets a little unbelievable.	+ Fantastic gritty, grainy camerawork. – Sometimes a tiny bit slow-paced.	+ Decent behind-the-scenes material. – What, no commentary? What a swizz.

EXTRAS

Deleted scenes do have commentary from Mann and there are some nifty featurettes on making the movie. Best bit is Mr Tom and Foxx on the rigours of their combat training.

IT'S BETTER THAN...
RED DRAGON

IT'S WORSE THAN...
HEAT

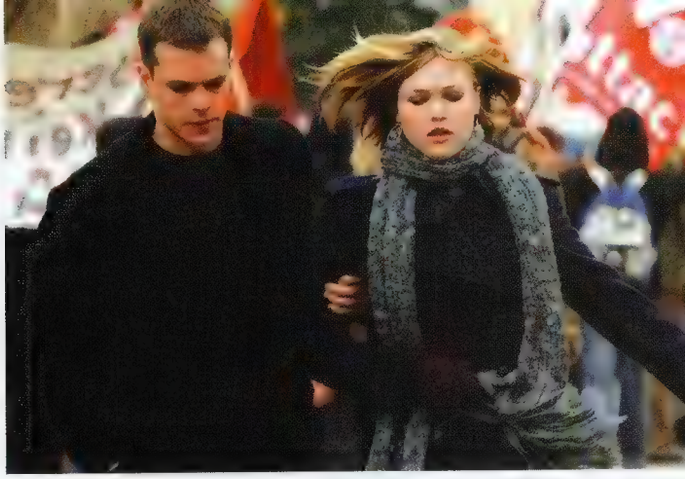
Tom Cruise recapturing something of his former glory. Collateral's a fearsomely accomplished thriller that grips by the cojones and doesn't let go.

8/10

"YOU DON'T KNOW YOU'RE BOURNE"

THE BOURNE SUPREMACY

Bourne is back. And this time he wants revenge...



STARRING
- Matt Damon
- Franka Potente
- Brian Cox
- Julia Stiles
- Joan Allen
- Gabriel Mann
- Karel Roden
- Marton Csokas

DIRECTOR
- Paul Greengrass

CERTIFICATE
- 12

PRICE
- £19.99

RELEASE
- January 24th

You'll remember (though amnesiac Jason Bourne might not) that when we left him, Matt Damon's character discovered the truth behind his nifty fighting skills and vast collection of passports: he's an assassin trained as part of a CIA special agent program. But at the end of The Bourne Identity, he ditched the life of a spy and sailed off into the sunset. Sadly, things don't have a happy ending when your government wants to find you and those you've wronged decide to murder your loved ones. When his lady is snipered and a Russian mafia heavy sets him up, Bourne swears revenge while trying to clear his name. This is going to get violent.

BOURNE AGAIN

Best buddy Ben Affleck may have thought he was king of the action flick, but Matt Damon has now proved who's the daddy. Also impressive is Brit director Paul Greengrass, who takes the helm for this second helping of Bourne's death-dealing style. Known for his documentary style, Greengrass brings his steadicam-powered, juddery shooting, which give Supremacy a healthy tension. And the film whips along, with Damon's talented, cold-hearted fighter travelling across Europe once more, dispatching his enemies with deadly ability. And car crash fans who enjoyed The Bourne Identity's Mini-smashing chase, rejoice: Supremacy easily tops that vehicular chaos. All killer, no filler, this one.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Damon on top form. Never OTT. – Co-stars not always up to scratch.	+ A sequel that actually betters the original. – Jerky camerawork an acquired taste.	+ Loads of added value – lots of extras. – Repetiton, covering the same stuff twice.

EXTRAS

Greengrass chats us through the film on the commentary, while featurettes deconstruct every aspect of filming down to the last stunt. Behind-the-scenes fans are well catered for here.

IT'S BETTER THAN...
THE SUM OF ALL FEARS

IT'S WORSE THAN...
THE BOURNE IDENTITY

A thrilling trip across Europe and one of the career-best performances from Matt Damon make this superior. Buy both Bourne flicks if you can.

91

CATWOMAN

STARRING
- Halle Berry
- Sharon Stone

DIRECTOR
- Pitof

CERTIFICATE
- 12

PRICE
- £15.99

RELEASE
- January 17th

Sadly, comic book movies were due a stinker and Catwoman delivers more of a smell than most. Badly misjudged, this crudely-constructed mess serves only as a warning to others what not to do when it comes to making a superhero movie. Uncomfortable in the lead role, Halle Berry (what is it with recent Oscar winners and bad choices?) doesn't even try to inject life into this dead moggy. Shy graphic illustrator is murdered but reborn as a sexy superhero? Give us a break. And give the pretentious Pitof deserves several breaks to the legs for overloading an empty script with every visual trick he can find. Even Sharon Stone's ham-flavoured performance can't save this one from the bottom of the kitty litter tray. Avoid at all costs, unless you really want fleas.

10

THE PUNISHER

STARRING
- Thomas Jane
- John Travolta

DIRECTORS
- Jonathan Hensleigh

CERTIFICATE
- 18

PRICE
- £15.99

RELEASE
- January 24th

When we said comic book movies were due a stinker, we didn't expect two in one month. Jeers then, for The Punisher. At least it tries a little harder than Shatwoman over there and it boasts a charismatic lead in the form of Thomas Jane. But you know you're in trouble when you find yourself wishing you were watching the original adaptation. That one starred Dolph Lundgren, fer chrissakes! Still, for all his efforts, Jonathan Hensleigh badly fudges the story of Frank Castle, whose entire family is murdered by John Travolta's henchmen. The DVD version restores some of the violence that was cut out of the cinema release, but there's still little to keep you watching. Unless, that is, you have a hankering for Travolta in full-on cheese mode.

24

Films from another space and time

ANIMANIA

ANGELIC LAYER: VOLUME 05

The most inoffensive anime series of all time returns with more robotic doll fights, more shrieking schoolgirls and more impossible haircuts. In this volume, Misaki experiences some surprising revelations while her mum makes an important decision that may bring them closer together. Gripping! Not as enjoyable as the mental pilot episode, but fan-pleasing nonetheless.

69

LAST EXILE: VOLUME 01

From one of Japan's most renowned anime studios, GONZO, comes a rich fantasy series on an imaginary planet where retro-futuristic vehicles fill the sky. Pilots Claus and Lavie's assignment to make a special delivery fails and gets them entangled in an aerial adventure between two countries gripped in an eternal war. Very serious and very good.

83

GAD GUARD: VOLUME 01

Many people have searched for it, many have stolen it, and many will kill for it. The Gad is a magical stone that, once a strong spiritual connection with someone is made, grows into a powerful robot that embodies the will of the bonded person. You know what this means; *massive robot death*. Epic battles, explosions, people screaming... Heaven for fans of traditional anime like NGE.

79

ALSO RELEASED

MEET THE PARENTS: SPECIAL EDITION

■ Released January 17th ■ Cert 12 ■ Price £17.99

A chance to revisit Ben Stiller's embarrass-o-fest as he tries to impress prospective dad-in-law Robert De Niro. Classic stuff, now with some extra features.

87

ASSAULT ON PRECINCT 13: SPECIAL EDITION

■ Released January 17th ■ Cert 18 ■ Price £16.99

Your chance to see John Carpenter's police station under siege original before the remake clocks in. With Carpenter's sublime touch, this is action magic.

79

WALKING TALL COLLECTOR'S EDITION

■ Released January 17th ■ Cert 15 ■ Price £15.99

The Rock stars as Chris Vaughn, an ex-special forces type who finds his town taken over by a corrupt casino. What does he do? He lays the smack very much down.

52

THE WHOLE TEN YARDS

■ Released 17 January ■ Cert 15 Price £15.99

And you thought the turkey was all gone after Christmas? This gangster 'comedy' sequel is an embarrassment to stars Bruce Willis and Matthew Perry.

12

©UIP, Tartan Films, Universal Television Networks, Touchstone Pictures & Jerry Bruckheimer Film, New Line Productions, 20th Century Fox

Ten Reas PSP Will Your Life

We've been loving PSP launch. It's more than PSP really will change

PSP IS AMAZING BECAUSE:

The Screen

You've never seen a screen as big and bright as this one. OK, maybe at the cinema. And, yes, so your 42" plasma television has nothing to worry about but something of this quality – on a portable? It's amazing. Everyone (and we mean *everyone*) who's seen it wants one. Instantly. It's as simple as that.

The Sound

Of course we were expecting CD-quality sound – there is a whopping 1.8Gb UMD disc in there after all – but what we weren't expecting was for it to be this good. When you first hear *Ridge Racer*'s music playing, it meshes in the mind with that screen to deceive the brain into thinking that you're holding an impossible miracle. After years of cheap tinny beeping from pocket consoles, suddenly it's like putting a PS2 in your pocket. Should you have pockets big enough for a PS2, which you probably don't.

The Wireless Connectivity

It works. First time. Fire up two copies of *Ridge Racer* (currently the only game to use the feature properly), choose Wireless Play and they'll both momentarily look for and find each other. From then, it's like you're playing on the same console. And it even connected with our wireless internet gateway (see The Online Gateway) at the very first time of asking. Sweet as.

The Games

The upcoming line-up and promises of support just get better and better. (Don't forget there's even a PSP *Grand Theft Auto* on the way now.) Creating and porting PSP games seems easy, with EA delivering PSP versions of practically all of its major franchises. But don't go thinking you're just gonna get a load of ports and new versions of older games – right from the off, there'll be *Ape Academy* and *Mercury*, and there should be loads more original titles to come.

ons Why Change

since its Japanese just a games machine. your life...

Here we see PSP viewed from many different angles and, like Scarlett Johansson, it's beautiful whichever way you look at it. Pull one of these out on the train and watch all the jealous gawpers.

It's *Cool*

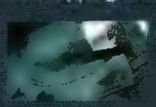
How amazing is this. Andy picked up our PSP and commented on the weight of it. Not how this was a bad thing but how he liked its weighty feel. And we all agreed – we like that PSP's rather on the more substantial side. After all, that's how we like our women.

Anyway, the unit feels packed with technology and the granite-hard polished surface has so far evaded scratches. Put simply, it makes other handhelds feel as flimsy as the plastic bits in a Kinder egg. Though those don't feel so flimsy when you choke on them and get rushed to hospital, we can tell you.

1//IT'S PORTABLE

Obvious really. Because you can carry it with you, you can play it anywhere. That's what portable means, after all. However, while we were familiar with the meaning of 'portable', what we weren't quite prepared for was quite how often we'd actually find ourselves playing the thing.

Currently, if you're serious about PS2, a session can last anything from hours to months. Either way, you have to reserve the telly, send the girlfriend out shopping and waste ten minutes getting your surround sound set-up juuust right before you can begin. With PSP, you just pick up and play. You see, It's usefulness isn't just limited to boring car journeys. We found ourselves reaching for it during TV ad breaks. We took it to the toilet with us. We played while waiting for the kettle to boil. And spent a fun-filled weekend testing the range on the wireless connection ("Go upstairs! Still works. I'm in the wardrobe! Still works. I'm on the roof! I'm losing you...) The pocketable, fiddle-able, dabble-able nature of PSP means that every waking moment can be filled with PS2-quality games. Except when you're doing *that*, obviously.



WHAT'S IN THE BOX?

Sony PSP

PSP Hardware (Model PSP-1000)
PSP AC Adapter (100V to 240V, 5060Hz, works worldwide)
PSP Battery Pack

Sony PSP Value Pack

PSP Hardware (Model PSP-1000)
PSP AC Adapter (100V to 240V, 5060Hz, works worldwide)
PSP Battery Pack
Memory Stick Duo 32Mb (branded with PSP logo)
PSP Headphones with built-in remote control
PSP Soft case
PSP Wrist strap

SHOULD I BUY ONE NOW?

Can't wait until April? Then there's nothing to stop you from ordering one right now. Long established Hong Kong-based importer www.lik-sang.com will gladly ship you one to your door in five days for £202.54 (or a 'Value Pack' for £234.60). Given that the games are universally compatible – ie, you'll be able to play UK games on it when they eventually arrive, the menus can easily be switched to English and the in-box adaptor works with UK 240Volts (it even comes with a UK socket adaptor so you can plug it straight in) – then it seems a little daft to wait (and fight) for a 'proper' UK model.

Japan and England even share the same DVD region (region 2) so when UMD movies with region encoding are released in the UK they'll play on your Japanese console too. And thanks to the built in screen there's none of that PAL/NTSC TV playback to worry about.

If you want to keep the cost down, we say go for the cheaper, less gadget heavy option. The carry case – while useful – doesn't do anything an old sock won't do. The headphones are just headphones (the volume control and track skip buttons on board are a bit useless given how close the actual device will be to your fingertips). And the 32Mb stick, thanks to its paltry size, is next to useless for storing anything but game saves.

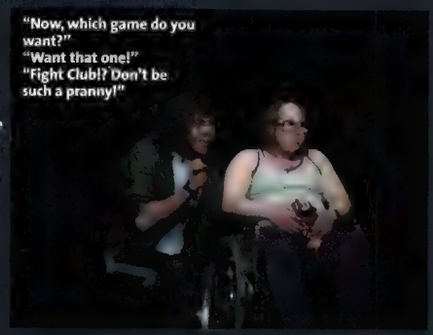
You're far better off putting the money you save towards a 1Gb Memory Stick Duo, $204.99 (that's £109.51) from www.sandisc.com and do the job properly.

2//YOU CAN PUT MUSIC ON IT

Perhaps you're a late developer. Perhaps you don't own a Discman, Walkman, Minidisc, iPod or whatever. Allow us to introduce you to the concept of portable music. Now, while you're pushing that trolley round the supermarket, there's a mad Faliraki foam party in your head *and no-one else knows*. Long waits in the pissing rain at a bus stop are so much more moving with Embrace moaning down your ears. Liven up a visit to the dentist with some discrete DJ Casper. And it takes only mere seconds to get your music on there. No more waiting 40 minutes to 'tape' a 40 minute long CD. You'll be ripping, making your own playlists and listening to music in minutes. And, thanks, to the built in speakers you can even use it as the world's smallest ghettoblaster. Just the job if you're ever invited to a party hosted by mice. Or Little Jimmy Krankie.

3//YOU CAN WATCH VIDEO ON IT

We guarantee, the first time you spark up a PSP video on a train you'll wonder how you ever managed without it. OK, so you can't get a lot on a stick, a movie if you're prepared to buy a giganto model (see below), but the fact is that watching telly while travelling makes journey's fly by. With a portable music player you still have to stare at the back of the chair in front or wonder why the trees close to the train go so much faster than the ones further away... PSP lets you watch a film, or last night's TV during in-transit downtime. There is a god after all.



Megapixel camera are far bigger than a two Megapixel one.

DATA ACE

The PSP's games, movies and music titles will come on UMD disc – the new minidisc-sized data format with a storage capacity of 1.8Mb – but the chances are that most of your PSP action will come from the contents of your removable memory stick. Remember, the UMD disc is NOT writable – you can't put your own data onto it. Fortunately the Memory Stick is.

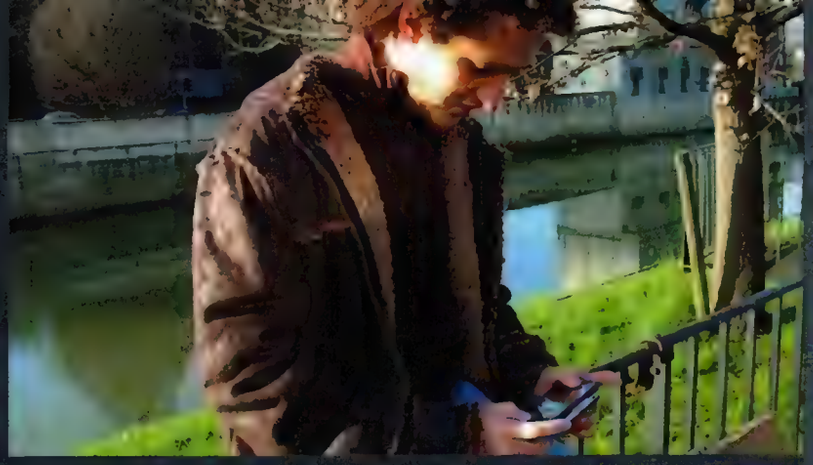
The PSP uses Sony Memory Stick Duo cards, the latest and smallest version of Sony's Memory Stick data storage cards? Got an existing Memory Stick? Well, it's too big to fit in the slot, so you'll have to buy another one. Capitalism, eh? The PSP 'Value Pack' comes with a stick (branded with the PSP logo) to get you started but its 32Mb capacity is next to useless. Once you start putting your photos, music and especially video on the card, you'll be amazed how much space you need (and how pointless that 32Mb stick is). Here's a rough guide as to how big data can be.

Digital photos – Anything from half a megabyte up to 5Mb each, depending on resolution (ie pics from a six

Music Files – It depends on the bitrate quality used when they were ripped but a round guide to audio is that compressed files (such as MP3s and Windows Media files) are about 1Mb per minute.

Game Saves – Anything goes here, much as it does with PS2 games. *Ape Academy* uses 464Kb per save (a little under half a megabyte) while *Lumines* makes do with 56Kb per save.

Video – This is the big one (and the one given to the most variation). Compress an already compressed format (ie, change a mov or avi file into an mp4 file for playback on PSP) and you can get files as small as 3Mb a minute – but are appalling quality. However, ripping DVDs will always result in a comparatively huge file. A typical DVD will use eight to nine gigabytes. Even with extreme compression, compromising sound and video quality to a barely watchable degree, you'll end up with a file running to hundreds of megabytes. Yes, you can get a DVD on a 512Mb card – but only just...



4//YOU CAN GET ONLINE... OUTSIDE!

We'd say 'get on the internet' but – currently – your PSP won't doesn't actually go anywhere apart from Sony's HQ to check for updates. However, the fact that PSP has 802.11b networking built in and we can vouch for it working perfectly first time (see The Online Gateway box) bodes big for the future. Already large branches of Starbucks are carrying wireless access points in store. This means that anyone carrying a compatible device within range is able to access the net as if they were plugged in with a wire. And this slice of genius includes PSP.

As more shops and public places are kind enough to provide access points (in an attempt to get you in their store) you'll be able to wander from access point to access point downloading content or surfing the net – or at least some Sony PSP version of it – potentially for free. Imagine: email, and the internet from anywhere – high street, park, shop, train, plane...

5//YOU'LL BUY MORE STUFF THAN YOU COULD ACTUALLY NEED

OK. At the time of writing the UK prices of UMDs are to be decided but its expected that they'll be less than you're currently paying for games, movies and music. With sub-£10 prices for movies and potentially a fiver for music titles, the potential for picking up a UMD movie at a service station for watching on the way home or nipping into HMV to get some new music for the weekend suddenly becomes an impulse purchase. And the more established the format becomes, the cheaper the titles will get. It won't be long until you'll be buying something just for the extras or even if you plan only to watch, play or listen to it once.

"Imagine playing Ridge Racer on the bus when another PSP comes into range. Suddenly the two units connect and you have the option of playing against a total stranger. Want to meet up again? Add them to your buddy list and look for them the next time you're connected to a wireless server."

6//YOU'LL MEET AND PLAY AGAINST NEW FRIENDS

Currently, sparking up a multi player game requires two or more PSPs to engage Wi-Fi mode and look for (and find) each other. But in the future your PSP could connect without you lifting a finger. Imagine playing *Ridge* on the bus when another PSP comes in range (perhaps on the floor below). Suddenly your PSPs connect and you have the option of playing against this total stranger. Want to meet up again? Add them to your buddy list and look for them next time you're connected to a wireless server. Who knows, the first PSP marriage might not be too far away...

TWO QUESTIONS: WHEN? AND HOW MUCH?

We're glad you asked... and – at the time of writing this – we don't know. Rumours range from £149 to £199 (but never anything over that) and while 'late March' was pencilled in as a UK launch date we're now certain that late April is more on the money, given the shortage of units still hampering sales in Japan (and lack of launch activity at Sony UK HQ).

With prices for memory cards dropping all the time, we predict that the UK PSP will have a much larger memory card in the box than the minute 32Mb stick currently included in the Japanese 'Value Pack'. If Sony intend to make much of the PSP's ability to store your stuff, then the UK model will have to come with a *much* bigger stick. We'd go crazy for a £199 PSP, with a 1Gb stick in the box, on sale mid-April. Thanks.

7//BATTERY STRENGTH IS MORE IMPORTANT THAN HUNGER

Get a PSP and you've a whole new personal routine to worry about – plugging the thing in to recharge every night. And working out if you can start playing *Metal Gear Acid* now and still have the juice to get you to Leeds? These are new worries to plague your waking hours.

If you're already a mobile phone user, you're used to recharging but, whereas you can go a few days with a 'on' phone in your pocket, if you forget to charge your PSP once you've had it for the next day. Perhaps you'd best buy a spare battery pack just in case? Or how about store another charger in your drawer at work?

Fact is that you're going to have to ration how much you use your PSP when you're away from a power point. It's possible to start measuring distance and time in terms of PSP battery strength. A smart PSP traveller would read the paper for 45 minutes, get a coffee (ten minutes), play PSP until the battery gives out (three hours, fifty minutes), then phone Mum (five minutes) and get her to pick you up at the station as the train pulls in. Now that's smart travelling.

"You've a new routine to worry about every night – plugging the thing in to recharge, then wondering if you'll have the juice to get to Leeds while playing Metal Gear Acid"

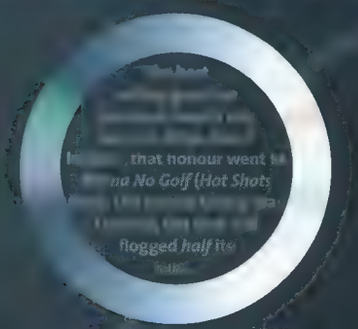
8//YOU'LL BECOME A BETTER PERSON

Owning a PSP and committing to carrying it with you changes how you live. You'll be more careful. You'll no longer sling your keys, change and crap in your pockets but rather pack everything away where it can't – and we can hardly bear to say it – *rub* against your screen. Brr...

PSP will change the way you dress. You'll choose jackets with a large inside pocket. Don't get zipped pockets – that's a scratch disaster waiting to happen. You'll buy big jeans with big pockets. You'll take to carrying a bag. Or perhaps a small man-purse. You'll become obsessive about keeping your PSP fingerprint free. And the day you score your first screen scratch will be the worst day of your life. Can you handle the *responsibility*?

9//YOU'LL START BEING EXCITED BY *SOFTWARE UPGRADES*

It's insane. So far we've owned our PSP for a little over two months and there hasn't been a day where we haven't connected to our access point and at least tried to download the (not yet released) software upgrade. But with future free upgrades promising a web browser and improved (ie, easier) video capabilities it's hard not to. Suddenly you're a software geek. How did that happen? "Maybe we'll just have a look see if that upgrade is available yet. Connect up and... Nope, still not there. Ah well. Give it a few minutes... Bit longer... Maybe now... Let's just see if... Here we go... Nope, still not there." Note: your girlfriend may leave you if you do this too much.



GET YOUR STUFF ON PSP

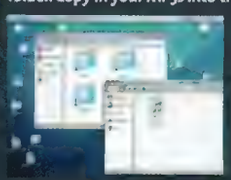
You Will Need:

A PSP
A USB to Mini USB lead
A Memory Stick Duo (or Pro Duo) card
A PC or Mac computer

First steps. Insert the Memory Stick into your PSP and start it up. Go to 'Format Card' in 'System Settings' and format the card. This writes the folders you'll need for Games, Music, Movies and Game Saves to your card. Now start your computer and attach one end of a mini USB-to-USB cable to your PSP and the other to your computer. Go to the 'USB Connection' option in your 'Settings' menu. The PSP will now lock up (you can't use it while it's in USB mode) and the Memory stick will appear as an external hard drive on your computer. From there you can drag and drop data into the folders. Easy.

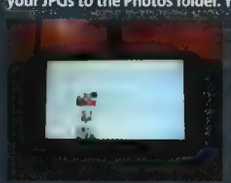
How to put music on

This bit is easy. Connect your PSP. Double click the PSP folder on your computer. Open the Music folder. Copy in your MP3s into this folder. That's it. Your music now appears in your Music menu on your PSP and can be organised into playlists and the like.



How to put photos on

Just as above. Make the connection then drag your JPGs to the Photos folder. You can then browse them from the menu, with the PSP automatically scaling them to fit full screen. You can even zoom in and rotate too.



How to put video on

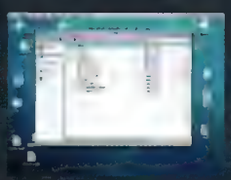
Now this is the complicated bit – and Sony seem to have deliberately made it as complicated as possible. At present, no software comes with the PSP to do this, but this may change by the UK release. For now, here's the (slightly insane) way you put DVDs on PSP.

Step 1: Rip your DVD.
Choose your ripping program. There are loads of free ones. Take a look on the net at www.download.com or www.versiontracker.com. Whether you've a PC or Mac, you'll find something to do the job there – and for free too. You'll then be able to rip your DVD to a file (or files) on your computer.

Step 2:
You should now have .VOB files on your machine. Or you may have ripped to avi or mp4 format. The next step is to get these into the right format for PSP: 320 by 240 resolution MP4 at 29.97 frames per second. Try 3GP Converter (at http://www.nurs.or.jp/~calcium/3gpp/) on PC or AltShiiva on a Mac for this (at http://hetima.com/psp/altShiiva0.9.dmg).

Step 3:
You should now have an MP4 of decent quality ready for playing back on PSP. Be warned, though, you've got no chance of getting anything of any quality onto a 32Mb stick. Half an hour of DVD will take up about 128Mb but you can experiment and squish it down a bit further.

Step 4:
Time to put them on the PSP. Connect it up as before and create a folder in the PSP's route directory (ie, next to the PSP folder) called MP_ROOT. Yes, the use of capitals is important. Inside this folder create another called 100MNV01. We said this was complicated, didn't we.



Finally name up your MP4 files as M4V00001.MP4 and M4V00002.MP4 and so on. They MUST have this naming convention (five digit number in the middle) and the names MUST be in capitals.

Step 5:
Disconnect your PSP (being careful to drag it to the trash on your computer first rather than just ripping the socket out – this completes the copying process) and select the movies menu. If your conversion program created a THM file too (as altShiiva does) you'll have a little thumbnail of the video in the menu. You should now see your clip and be able to select it and play it back. Easy, eh...?

THE ONLINE GATEWAY

One thing we were especially delighted about was the PSPs ability to connect first time to our wireless broadband gateway. We use a US Robotics USR9106 for PS2 and computer use. After flicking the PSPs Wi-Fi switch to on we set up a 'Network Connection' (choosing 'Easy' and 'Auto' when asked) and in ten seconds the PSP had found the connection and was proudly boasting a strength of 100%.

We then tested its range and strength through walls and floors and were unable to break the connection without going outside and – frankly – deliberately taking the piss as regards range.

Imagine what PSP will be like when Sony (and/or other parties) start putting downloadable and streamable content online...

"We were unable to break the connection without taking the piss as regards range..."

PSP = cool: Look, PSP makes even the geekiest crowds 100% cooler.

BATTERY LIFE: THE TRUTH

Much has been made of the disappointing battery life on the PSP – not least in the pages of PSM2. However, after living with PSP, we're inclined to forgive it.

We carried out extensive tests, putting our machine through all sorts of tasks and timing the results. In each test we used the Value Pack's PSP headphones at high volume and charged the battery overnight before hand – even though a few hours is enough for the unit to register a full charge.

The outcome is that while PSP may not perform as well as your portable DVD or laptop for movie playback it's right up there with iPod for music, and games last surprisingly long. Here's the numbers:

Test 1: Games

We charged the battery from flat overnight and then played *Ridge Racer* non-stop until the unit gave up. Very loud sound and maximum brightness settings were used.

Result: 4 hours 2 minutes

Verdict: Surprising. OK, so it's not enough to get you across the Atlantic but we weren't expecting it to crack four hours. Other games, which pull data continually from the UMD rather than load in entire tracks as *Ridge* does, may not last as long however.

Test 2: Video

We played the Trailer for 'Spanglish' the 'hilarious' film starring Adam Sandler that's featured on the early Japanese release demo disc over and over again at maximum screen brightness to test how long PSP can play video. Once again, from a full charge.

Result: 2 hours 32 minutes

Verdict: Whether the repeated respooling of the clip had an effect (rather than a straight through play) we don't know but this figure is as we thought – just enough for a movie and a bit. You could always decrease the brightness to eke out an extra half hour though.

Test 3: Music

We loaded up a selection of Andy's glamorous indie rock and roll and set the playlist to repeat. In order to maximise the playback as much as possible we set the screen brightness for low this time (you don't need the screen to listen to music, after all).

Result: 10 hours 20 minutes

Verdict: Impressive. We hadn't expected this and it proves that most of the juice is used to power the screen. With no UMD to spin, the battery just had to drive the headphones and read the Memory Stick. Smart.

Although we've only got three reviews overleaf, you'll see judgements on all the newest PSP title as soon as we get 'em, including UK launch titles like *WipeOut Pure*, *Fired Up* and the impressive *Mercury*.

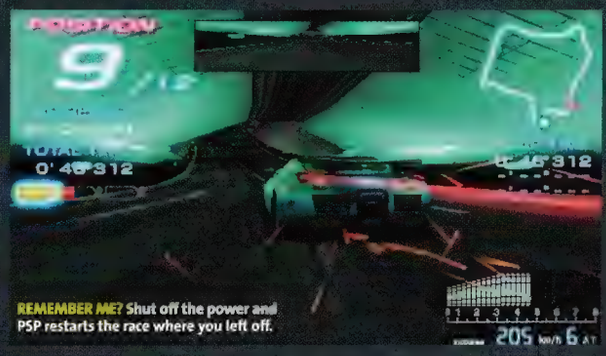
10//YOU'LL BE MORE POPULAR

PSP makes you look good. That's just the simple truth of it. Current rumours suggest that there may be as few as 200,000 PSPs brought into the UK this year. This makes them ultra-rare and – if you pick one up on launch day – you could just become the coolest person you know. There's no telling how many girls PSP may get you. (Though we might take a cynical guess at 'about zero'.)

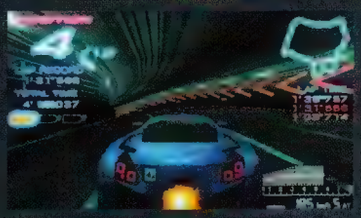
INFOSTRIP

DETAILS
Developer: Namco
Publisher: Namco
Players: 1-2
Memory Save: 240Kb

GAMEFAX
Addictive
Driving
Sequel
Hard



REMEMBER ME? Shut off the power and PSP restarts the race where you left off.



PSP REVIEW

"THE PERFECT CHRISTENING PRESENT FOR PSP"

RIDGE RACERS

WATCH IT ON THE DVD VIDEO

Get revved up for the first must-buy title on PSP.

It's hard to imagine a better showcase for PSP than *Ridge Racers*. Just as PSone had the first *Ridge Racer* as a launch title and PS2 had *Ridge Racer V*, so PSP has *Ridge Racers*, a compendium of the best of *Ridge* – in your pocket.

It features tracks from throughout the series, recoded in higher PSP resolution where required and with car handling and presentation that has literally been ten years in the making. The intro is jaw-dropping, the number of modes and styles of play initially baffling and the unrivalled unique 'drift' gameplay is ported completely intact. Plus there's a new nitrous system, delivering speed-ups earned by performing those famous *Ridge* drifts.

See, *Ridge* is all about driving sideways. Whether it's by jamming on brakes and turning too sharply or simply by dipping the throttle and reapplying too vigorously, it's all about getting your car to lose grip and lose control in a controlled fashion. Only then can you make the sharp hairpins deliberately included, while other corners require the expert timing of maximum steering lock in order to make the turn without biffing the walls or releasing the throttle.

Playing the original *Ridge Racer* track on a console that fits in your pocket is a revelation. It's all here, every detail – plus tracks from every version of the game since. The World Tour mode organises the 24 tracks into different combinations for a single-player challenge that will last you weeks. Each Grand Prix you win unlocks more tracks and cars to play in Time Attack mode. It's a rewarding challenge that's almost impossible to put down. You can even play wirelessly, full-screen in an 'up to eight-player' link-up mode that shows what PSP's Wi-Fi is capable of. It all works faultlessly.

So they've dropped the (half-hearted) car tuning of *RRV*. So the cars are all rather samey. So they haven't included enough tracks from *Ridge 4* – but *Ridge Racers* on PSP is still a miracle. Sure, we could imagine a bigger, complex *GT*-style racer with tracks that we haven't driven to death already, but that's what *Gran Turismo* PSP will be for. Meanwhile, you want a reason to buy PSP? You just found it. **Daniel Griffiths**

■ Ridge Racers *tops the Japanese PSP charts now.*

"Playing Ridge Racer on a console that fits in your pocket is a revelation – it's all here, every detail – plus tracks from every version of the game since the original. Looking for a reason to buy PSP? You just found one."

PSM² VERDICT

88

A fantastic and inspired showcase of what PSP is capable of – and probably responsible for shifting every one of the machines sold so far. Only a lack of originality and lasting challenge holds it back.

INFOSTRIP

DETAILS
Developer: Sega
Publisher: Sega
Players: 1-2
Memory Save: 56Kb

GAMEFAX
Hard
Addictive
Jap Curio
Original

PSM2 review

"HANDHELD LAUNCH, LAW NO.34(B): YOU MUST HAVE A SLIGHTLY MEDIOCRE PUZZLER"

LUMINES

It's pronounced loo-mines. We think.

WATCH IT ON THE DVD VIDEO

Tetsuya Mizuguchi doesn't give up easily. Regular readers'll know him as the man responsible for *Rez* – which, depending on how pretentious you are, is either a masterpiece of synaesthesia or a techno *Space Harrier* with dodgy graphics. And now he's back with another slice of oi-oi-off-your-face club-a-dub-dub action, this time a puzzle game. Or, as he likes to call it, *Lumines*.

Superficially, *Lumines* is pretty simple. Squares in different combinations of two colours fall down the screen, you rotate them to line them up into squares or rectangles of the same colour, and they disappear. So far, so *Tetris*. The difference is, there's a fractional delay between actually forming a rectangle and it disappearing, controlled by the 'beat' bar swooshing across the screen. This means it's possible to quickly drop some more blocks to take advantage of the chain reaction, but it also has the whimsical side-effect of adding beats to the pounding techno music for every block you complete. The traditional puzzle game strategy of setting up chain reactions is worthless, since you won't be rewarded for a combo unless all your blocks disappear in one 'swoosh.' In theory, this leaves you in a hypnotic wonderland of bass beats – in practice, it's a pretty decent puzzle game with nice ambient music. The presentation's faultless, with the music and background 'skins' rotating seamlessly so you don't get bored, and there's a decent two-player mode. Well done, Mizuguchi-san – your madness has finally paid off. **Joel Snape**

■ *Lumines is on sale in Japan right now.*

PSM2 VERDICT

Thoroughly decent, but not exactly the spectacular chunk of gaming finery that you'll want from your brand-new gadget. A fairly enjoyable way of wasting a few hours of your life, though.

70

INFOSTRIP

DETAILS
Developer: Sony
Publisher: Sony
Players: 1-2
Memory Save: 464Kb

GAMEFAX
Stupid
Original
Hard
Jap Curio

PSM2 review

"HEY, HEY, WE'RE THE MONKEYS"

APE ACADEMY

Because everybody likes monkeys...

WATCH IT ON THE DVD VIDEO

After the barrage of shooting, beating and general nastiness involved in recent PS2 titles, we now find ourselves in the midst of cute monkeys on the PSP and we've been lapping them up. Though now we've got really furry tongues. Bleurgh.

Ape Academy is a great example of what hand-held gaming is all about. There's no complex storyline and no desperately hard levels. It's just you, several hundred monkeys and a big bag of fun. From helping a precarious stack of apes reach a giant banana to having a kung-fu battle on a cliff top, each game is completely different to the last. There's even some educational ones, like guess the national flag, although the Japanese text renders that a bit difficult. The sheer variety of games means that you never get bored with the Academy mode, but with the games being no longer than two minutes each, there should've been a Free Play mode. This would've allowed us to play any of our favourite games on-demand. Oh, well.

The whole game looks and feels smooth. Guiding the analogue stick to deflect a cascade of flying arrows works perfectly and the ape air hockey game shows just how well the PSP can handle quick paced animations – and two-players on one PSP. And it all looks great. If only the loading times were as swift.

All in all, *Ape Academy* is devilishly addictive and certainly one for all the family. But if you think the cutesy graphics and simplistic games make this child's play, then just wait until you attempt the reflex-testing, button-battering one-metre race... **Nathan Irvine**

■ *Ape Academy is swinging on import now.*

PSM2 VERDICT

Apart from the slow loading times, this is one of the best and most original titles we've played in a long time. It's surprising that we couldn't put down such a simple game, but we just can't get enough. Get it.

85

PSM2 Presents...

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge...

TOP FIVE

BEAT-EM-UPS

1. SOUL CALIBUR 2
2. TEKKEN 4
3. HYPER STREET FIGHTER 2
4. FIGHT NIGHT 2004
5. MORTAL KOMBAT: DECEPTION

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 3
3. COLIN MCRAE RALLY 3
4. TOCA RACE DRIVER 2
5. WORLD RALLY CHAMPIONSHIP 3

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACE COMBAT 5	Namco	57	79%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
AMPLITUDE	Sony	40	87%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
ARMORED CORE 2: ANOTHER AGE	Metro	24	56%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
BASS STRIKE	THQ	18	64%	
BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BIONICLE	EA	41	38%	
BLADE 2	Activision	28	51%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODY ROAR 3	Virgin	11	79%	
BLOOD WILL TELL	Sega	57	60%	
BLOWOUT	Majesco	58	49%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	
CAPCOM FIGHTING JAM	Capcom	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAOS LEGION	Capcom	39	86%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLIN MCRAE RALLY 2005	Codemasters	54	88%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCi	27	78%	
CONFLICT DESERT STORM 2	SCi	39	88%	
CONFLICT: VIETNAM	SCi	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH 'N BURN	Eidos	57	46%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2002	EA	18	41%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE FUSION	Konami	58	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DETONATOR	Midas	47	69%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2002	EA	24	84%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIGHT NIGHT 2004	EA	48	88%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
FUTURE TACTICS	Jo Wood	57	64%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GHOST RECON 2	Ubisoft	57	63%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2.				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom . (almost) nothing beats it. A great leap for games.				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUILTY GEAR X2: RELOAD	Zoo Digital	57	66%	
GUMBALL 3000	SCi	29	73%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE	Activision	30	68%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARDWARE ONLINE ARENA	SCEE	41	68%	
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INCREDIBLES, THE	THQ	57	72%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISLE OF MAN TT SUPERBIKES	Jester	53	59%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	Acclaim	53	59%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN 2	KOEI	20	66%	
KILL.SWITCH	Sony	44	78%	
KILLZONE	Sony	55	88%	
KING ARTHUR	Konami	57	37%	
KING OF FIGHTERS 2000 / 2001	Ignition	55	73%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNIGHT RIDER 2	Koch Media	57	21%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	Activision	58	55%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED	Empire Int.	51	79%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: FRONTLINE	EA	23	89%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
MERCENARIES	Lucas Arts	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**Konami**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 3	**Konami**	**57**	**97%**	
We didn't think it could get better. We were wrong. An epic masterpiece.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	
METAL SLUG 3	Playmore	55	79%	
MIAMI VICE	Atomic Planet	58	13%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	

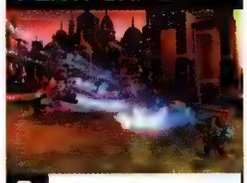
BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

FOOTBALL

1. PRO EVOLUTION SOCCER 4
2. FIFA 2003
3. LMA MANAGER 2004/2005
4. RED CARD SOCCER
5. THIS IS FOOTBALL 2005

PLATFORMERS



1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. BEYOND GOOD AND EVIL
4. MAXIMO
5. RAYMAN 3: HOODLUM HAVOC

ROLE-PLAYING GAMES

1. FINAL FANTASY X
2. DARK CHRONICLES
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. METAL GEAR SOLID 3
3. PRO EVOLUTION SOCCER 4
4. TIMESPLITTERS 2
5. SSX3

18 WHEELER	36%
AIR RANGER RESCUE HELICOPTER	26%
ALPINE RACER 3	33%
ARMY MEN: GREEN ROGUE	18%
ATLANTIS 3: THE NEW WORLD	19%
BUTT UGLY MARTIANS: ZOOM OR DOOM!	34%
CATWOMAN	30%
CAT IN THE HAT, THE	27%
CHARLIE'S ANGELS	41%
CRASHED	35%
CURSE: EYE OF ISIS, THE	40%

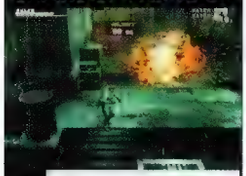
CYCLONE CIRCUS: POWER SAIL RACING	18%
DAVID BECKHAM SOCCER	24%
DISNEY'S DINOSAUR	35%
DNA: DARK NATIVE APOSTLE	32%
DONALD DUCK: QUACK ATTACK	29%
DRAGON'S LAIR 3D: SPECIAL ED	27%
ETERNAL RING	22%
EX ZEUS	37%
EVIL TWIN: CYPRIEN'S CHRONICLES	50%
FIGHTBOX	39%
FUNTSTONES, VIVA ROCK VEGAS	38%
FRANK HERBERT'S DUNE	41%

FROGGER BEYOND	18%
GAUNTLET	32%
CELEBRITY DEATHMATCH	32%
GODAI	34%
GO GO COPTER	37%
GO GO GOLF	35%
GRADIUS 3 & 4	49%
HIDDEN INVASION	37%
HUGO BUKKAZOOM	39%
INTERNATIONAL LEAGUE SOCCER	07%
IRON ACES 2	33%
JET ION GP	37%

KIDZ SPORTS: BASKETBALL	20%
KNIGHT RIDER	43%
LAKEMASTERS EX	38%
LARGO WINCH: EMPIRE UNDER THREAT	39%
LONDON RACER 2	20%
MARY-KATE AND ASHLEY:	
SWEET 16 LICENSED TO DRIVE	41%
MUSIC MAKER	32%
POLAROID PETE	30%
POWERDROME: RACE OF CHAMPIONS	27%
POWERPUFF GIRLS, THE	29%
PRYZM: THE DARK UNICORN	39%

TOP FIVE

DAN D'S FAVOURITE GAMES OF ALL TIME



1 METAL GEAR SOLID 3
Fiddly, indulgent, atmospheric genius – few games surprise so often, or burn so bright.

2 PRO EVOLUTION SOCCER 4
70 hours into the Master League – and we're still up 'ti 2am training growth players.

3 ICO
The rarefied atmosphere and evocative visuals *still* haven't been bettered – two years on.

4 ONIMUSHA 3
'Musha 2's the deeper game, but the battlefield scene with Jean Reno is visceral heaven

5 GTA: SAN ANDREAS
Glitchy, fiddly and unfair – but Rockstar's ambitious epic is PS2's defining (70) hour(s).

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	Silver
MORTAL KOMBAT: DECEPTION	Midway	54	85%	Silver
MOTO GP3	SCEE	35	74%	Bronze
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR	Codemasters	50	83%	Silver
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	**Gold**
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	Bronze
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	Silver
MX 2002	THQ	14	78%	Bronze
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	Bronze
MX UNLEASHED	THQ	48	75%	Bronze
MYSTIC HEROES	Koei UK	34	67%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	Bronze
NBA BALLERS	Midway	53	82%	Silver
NBA JAM	Acclaim	42	77%	Bronze
NBA LIVE 2004	EA	42	84%	Silver
NBA HOOPZ	Midway	07	70%	Bronze
NBA STREET VOL2	EA	35	85%	Silver
NEED FOR SPEED 2	EA	55	87%	Silver
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	Bronze
NFL STREET	EA	46	64%	
NHL HITZ 2003	Midway	28	80%	Silver
NHL HITZ: PRO	Midway	42	80%	Silver
NIGHTSHADE	Sega	46	73%	Bronze
NINJA ASSAULT	SCEE	27	71%	Bronze
NO ONE LIVES FOREVER	Vivendi	21	71%	Bronze
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	Silver
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	Silver
ONIMUSHA 3	**Capcom**	**50**	**92%**	**Gold**
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	Bronze
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
OUTLAW GOLF 2	Take 2	57	78%	Bronze
PAC-MAN WORLD 2	SCEE	33	75%	Bronze
PARAPPA THE RAPPER 2	Sony	16	75%	Bronze
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	Bronze
PIGLET'S BIG GAME	Gotham Games	39	60%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	Bronze
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREMIER MANAGER	Zoo Digital	31	80%	Silver
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	Bronze
PRIMAL	SCEE	33	79%	Bronze
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	Silver
PRISONER OF WAR	Codemasters	24	73%	Bronze
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	**Gold**
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	Silver
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	Silver
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	Silver
PTO IV	Koei	48	41%	
PUYO POP FEVER	Sega	46	85%	Silver
QUAKE 3 REVOLUTION	Bullfrog	08	85%	Silver
RAINBOW SIX 3	Ubisoft	47	77%	Bronze
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	**Gold**
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	Silver
RATCHET & CLANK 3	**Sony**	**56**	**92%**	**Gold**
PS2 platforming perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	Silver
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	Silver

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
RED CARD	Midway	23	80%	Silver
RED DEAD REVOLVER	Rockstar	49	86%	Silver
RED FACTION	THQ	11	88%	Silver
RED FACTION 2	THQ	29	85%	Silver
REIGN OF FIRE	Bam!	30	71%	Bronze
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	Silver
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	Silver
RESIDENT EVIL OUTBREAK FILE 2	Capcom	57	71%	Bronze
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	Silver
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	Bronze
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	Bronze
RISE TO HONOUR	Sony	47	71%	Bronze
RISK	Atari	52	64%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARLORDS	Midas	08	46%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	Bronze
ROCKY	Rage	29	84%	Silver
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	Bronze
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	Silver
RUMBLE RACING	EA	10	76%	Bronze
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	Bronze
SAMURAI	Bam!	25	74%	Bronze
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	Silver
SAVAGE SKIES	Big Ben	34	67%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	**Gold**
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	Bronze
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	Silver
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	Bronze
SHADOW HEARTS	Midway	21	60%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	Silver
SHADOW OF ROME	Capcom	58	85%	Silver
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	Bronze
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	Bronze
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	Bronze
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	Bronze
SILENT HILL 2	Konami	15	88%	Silver
SILENT HILL 3	Konami	36	87%	Silver
SILENT HILL 4: THE ROOM	Konami	52	74%	Bronze
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	Bronze
SIMPSONS ROAD RAGE, THE	EA	16	76%	Bronze
SIMS, THE	EA	31	85%	Silver
SIMS: BUSTIN' OUT, THE	EA	44	79%	Bronze
SINGSTAR	**SCEE**	**49**	**90%**	**Gold**
For people who don't like games. And for people who love games.				
SINGSTAR PARTY	Sony	55	85%	Silver
SKY ODYSSEY	SCEE	08	79%	Bronze
SLAM TENNIS	Atari	25	77%	Bronze
SLED STORM	EA	21	76%	Bronze
SLY RACCOON	SCEE	31	80%	Silver
SLY 2: BAND OF THIEVES	SONY	55	81%	Silver
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	Silver
SMUGGLER'S RUN	Take 2	03	75%	Bronze
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	Bronze
SOCOM: US NAVY SEALS	SCEA	30	82%	Silver
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	**Gold**
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	Silver

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

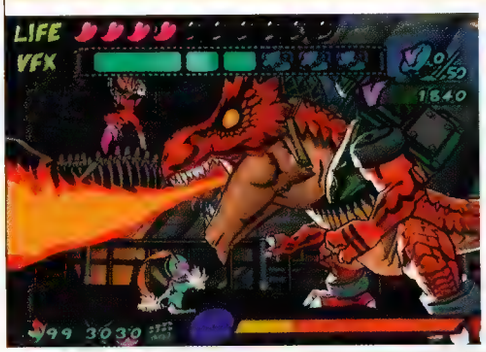
RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	29%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	
VILLENEUVE'S RACING VISION	23%

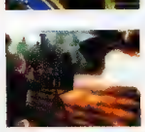
SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	
SURFING H3O	
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	
TETRIS WORLDS	
TERMINATOR 3: ROTM	
TOP ANGLER	
TWIN CALIBER	
WARRIORS OF MIGHT & MAGIC	
WDL WAR JETZ	
WHIRL TOUR	

TOP FIVE

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SONIC MEGA COLLECTION PLUS	Sega	58	69%	
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	THQ	58	29%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER	Midway	14	79%	
SPY HUNTER 2	Midway	46	67%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: SUPER BOMBAD RACING	Activision	11	45%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK AND THE POWER OF JUJU	THQ	47	70%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	Konami	58	75%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2003	Sony	28	74%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	544	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**Eidos**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TI GER	EA	29	50%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001/02	Take Two	18	48%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNDER THE SKIN	Capcom	58	70%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIEWTIFUL JOE 2	Capcom	58	85%	
VIRTUA COP: ELITE EDITION	Acclaim	30	44%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WEAKEST LINK, THE	Activision	16	60%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS BLAST	SCEE	21	57%	
WORMS: FORTS	Atari	55	54%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	





ROMANCES

1	ICO & YORDA (ICO)
2	CJ & DENISE (GTA: SAN ANDREAS)
3	JOE & SYLVIA (VIEWTIFUL JOE 2)
4	HOMER & MARGE (HIT AND RUN)
5	LEISURE SUIT LARRY & EVERYONE

HARD MEN

1	SOLID SNAKE (METAL GEAR SOLID)
2	AGENT 47 (HITMAN)
3	TORQUE (THE SUFFERING)
4	NICK SCRYER (PSI-OPS)
5	CORTEZ (TIMESPLITTERS)

BLONDES

1	BUFFY THE VAMPIRE SLAYER
2	BRITNEY SPEARS (DANCE BEAT)
3	SALLY MAE (LEISURE SUIT LARRY)
4	CINDY (RESI OUTBREAK: FILE 2)
5	CASSANDRA (SOUL CALIBUR II)

VAMPIRES

1	BLOODRAYNE
2	DRACULA (CASTLEVANIA)
3	KAIN (LEGACY OF KAIN)
4	SPIKE (BUFFY THE VAMPIRE SLAYER)
5	ALBERT (VAMPIRE NIGHTS)

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

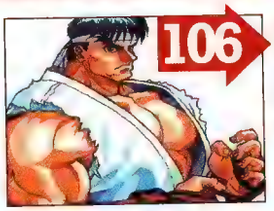
QUICK TIP: BLOWOUT TO GET UNLIMITED AMMO, ENTER THE WORD "FISHINABARREL" AT THE CHEATS MENU.

Pro It

TRAINING YOU IN THE DARK ARTS OF PS2

94 THE INCREDIBLES
More zero than hero? Don't throw out that shiny red cape quite yet – instead, take a look at our in-depth guide to absolutely everything.

100 GTA: SAN ANDREAS
We're not finished in San Andreas just yet. This month, find out how to turn CJ into the most fashionable, lady-killing gangster in the ghetto.



106 ULTRA DOJO
Don't let your feats of gaming genius rot away. Send 'em to us instead and wait for everyone to worship you as some sort of deity – plus win the UK's first copy of *MGS3*.

An oasis of tippery in an otherwise bone-dry desert of gaming stagnation. Or summat.

TIP OF THE MONTH

MAKE THIS YOUR FINEST HOUR

CALL OF DUTY: FINEST HOUR

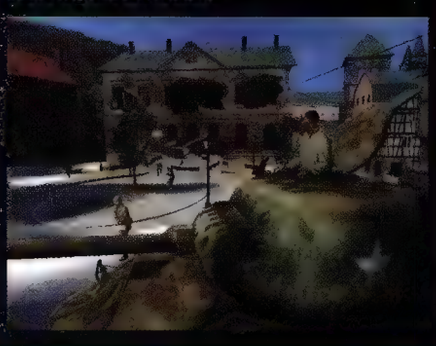
LEVEL SELECT
Plug a second controller into the PS2. Go to the level select screen. Hold the ↑ on d-pad of the second controller, and then press START, SELECT, SELECT, ◎. All the levels will now be unlocked.

BIG HEAD CHEAT
Beat the game on easy.

RICOCHET CHEAT
Beat the game on easy.

DEAD EYE CHEAT
Beat the game on medium.

SHRINK SHOT CHEAT
Beat the game on medium.



ACE COMBAT 5

FALKEN
Get the missing parts from missions 12a, 12b, 16a, 16b, and 27a to unlock the Falken. You must destroy the hangar of each mission. For mission 12a, follow the river north, then go east at the fork in the river. You must be close for the hangar to appear on radar. For mission 12b, after taking out the four radar sites, destroy enough targets and the hangar will show up near the smokestacks. The one in mission 16a is between the field HQ and the airfield. Mission 16b has it west of the river, between the airfield and oil refinery (south of the north-most river). The part on mission 27 is very close to the gun tower, just in front of the tunnel.

X-02
Get all the other aircraft except for the Falken to unlock the X-02.

SONG DECISION
During one of the early stages of the campaign mode, Chopper will ask you about a song. Your next mission will depend on your answer ("Yes" or "No"). Also, at the end of the stage in which Edge gets rescued, Chopper will again ask you about the same song. Again, your "Yes" or "No" answer will decide which stage is next.

APE ESCAPE 2

UNLOCK DANCE MONKEY DANCE
Clear Ninja Hideout

UNLOCK MONKEY CLIMBER
Clear The Lost Valley

UNLOCK MONKEY SOCCER
Clear Enter The Monkey

PLAY AS SPIKE
Successfully complete the game after finding all 297 monkeys. Highlight "New Game" at the main menu, then press L1 + START to play as Spike from the original *Ape Escape*.

UNLOCK THE FINAL BOSS
Collect all 300 monkeys to unlock the true final boss.

GET A DIFFERENT MONKEY NET
When playing as Spike, push select to go to the gadget select screen. Then select the monkey net. Push R1 when the net is selected. You should hear a sound. Get out the gadget select screen and then select the monkey net. You now have a water net while on the ground. Fire a net by pushing the right control stick button.

CAPCOM FIGHTING JAM

UNLOCK CLASSIC CHARACTER THEMES IN ARCADE MODE
Every time you beat the game on any difficulty setting, you unlock all the original themes for each of the characters in that team. You can access them by going to the Options menu, and then to the Sound options. After beating the game with all characters, including Shin Akuma and Pyron, and beating Ingrid at least once in Arcade mode, you can play through Arcade mode with classic character themes. Press ◎ when selecting Arcade Mode.

UNLOCK PYRON & HIS STAGE
Beat the game on normal to unlock Pyron (boss) and his stage.

UNLOCK SHIN AKUMA AND HIS STAGE
To unlock Shin Akuma, beat the game once with every character. Beating the game with a given team counts as beating the game once with each character in that team. You don't need to beat the game with Pyron. After you beat Pyron with your last team, Shin Akuma will challenge you.

UNLOCK/FIGHT SHIN AKUMA
To fight Shin Akuma in Arcade mode, beat the game with the following: Win every round, including Pyron stage 1-2-3 Perfects finish. At least 1 super combo finish out of the 2 rounds. Need to fight Ingrid Difficulty doesn't matter, set to 1 star for easiest, Shin Akuma will challenge after you defeat Pryon. Defeating Shin Akuma unlocks him as a playable character and his stage. Using him to defeat Pyron subsequently will unlock his BGM from *SSF2T*

CHOOSE WIN POSE
You can choose your win pose by holding down the corresponding punch or kick button after each round.

FIGHT INGRID
Win all rounds of the first three battles with at least one perfect finish, then Ingrid will appear to challenge you.

GHOST RECON 2

MEDALS
Bronze Star: Get 15 kills.
Silver Star: Get 20 kills.
Distinguished Service Cross: Get 25 kills.
Congressional Medal Of Honor: Get 30 kills.
Purple Heart: Get wounded or killed in action.

GOLDENEYE: ROGUE AGENT

ALL CHEATS ACTIVATED
←, ←, →, →, ←, ←, ↑, ↑, ↓, ↓

UNLOCK ONE LIFE MODE
Complete all stages on hard difficulty.

ALL MULTIPLAYER MODE SKINS
At the extras menu press; ↓, ←, ↑, ←, →, ↓, ←, ↑

PAINTBALL MODE
At the extras menu press; →, ←, →, ←, ↓, ↓, ↑, ↑

THE LORD OF THE RINGS: THE THIRD AGE

REFILL HP AND AP
If you are running low on HP or AP, find a save point. Save your game and both your HP and AP levels will be completely refilled.

EVERLASTING HEALTH
Once your Elf healer gains the Valor move that presets whoever you choose with an instant revival whenever you die, use it at the beginning of each battle on her first, then on everyone else. If you maintain this so that no enemies can truly kill you, you will almost always be the victor.

GOOD SWORD

PS

FOR BERETHOR
To start the game with a very good sword for Berethor (the first character you start with), do the evil mode of Osgiliath and save it on an early game. By doing this, you will receive the Sword Of Isildur, which has a 200+ damage rating. At the beginning of the game, you can give at least 2,000 damage points from a normal hit with this most powerful of weapons.

TRANSFERRING EVIL MODE TREASURE
Any treasure acquired in Evil Mode can be transferred to a regular saved game.

BUILDING SKILLS
In the first level, find an enemy respawn point that's also near a save point. Once there, just keep attacking until you run out of AP, then save the game to refill your AP and HP. Keep doing this and after a few hours you will get the special move from Berethor that can hit an enemy five times in a row. Note: This works for all of the characters, not just Berethor.

DEFEATING THE BALROG
Stock up on Elf Medicine before fighting the Balrog. Have Gandalf use it to bring you back to life; you will get more unit points back if Gandalf uses it on you. Also, equip any Fire protection Elf Stones you have. The Balrog has about 70,000 HP.

DEFEATING THE WITCH KING
To defeat the Witch King at the Pelennor Fields, make sure that you have Hadhod's Second Age Dwarven Mithril Piercing Axe and the Dwarven Mithril Helm. When you face the Witch King, use these attacks: Berethor's Stunning Strike and Ectehlion Wrath, Hadhod's Mountain Rage, and Eaoden's Enraging Blow and Rohirrim Rage. The Witch King has 200,562 HP and 59,098 AP

NBA LIVE 2005

THROW BALL OFF SCREEN
Hold D-pad ← or → (depending on which side you want to dunk from), then tap Right Analogue-stick ↑.

THROW BALL OFF THE CAMERA
Hold D-pad ↑ and tap Right Analogue-stick ↑.

THROW BALL OFF SHOT CLOCK
Hold L1 + R1 and press the Right Analog-stick in any direction.

DUNK AND HANG ON RIM BY ARMPIT
Hold L1 and press □ for the gather and ○ for the dunk. For the best result, hold ○ until the ball is at its highest peak.

BEHIND THE BACK DUNK (NOT REVERSE)
Hold L1 + R1 and move toward basket with □. Then, tap ○.

BETWEEN LEGS TWICE DUNK (AUTOMATIC 50)
Hold L1 + R1 and move toward basket with ○. Then, tap ○ again.

360 BETWEEN LEGS DUNK OR 180 BETWEEN LEGS DUNK (AUTOMATIC 50)
Move towards the basket, tap ✕, rotate the Left Analog-stick 360 or 180 degrees, then tap ✕ again.

ROCK THE CRADLE DUNK
Hold R1 and move toward the basket with □. Then tap △.

360 PUMP DUNK OR 180 PUMP DUNK
Hold R1, move toward the basket with △. Rotate the Left Analog-stick 360 or 180 degrees, then tap △ again.

ONE HAND WINDMILL
Hold R1 and move toward the basket with ○. Then tap △.

TWO HAND WINDMILL
Hold L1 and move toward the basket with ○. Then, tap △.

TWO HAND REVERSE WINDMILL
Hold L1 and move toward the basket with ✕. Then tap △.

BETWEEN LEGS DUNK
Hold R1 and move toward the basket with ○. Then tap ✕.

FLIP BETWEEN THE LEGS DUNK
Start from the half court line. Then, press L1 + R1 and tap Right Analog-stick ↑ to throw the ball off the shot clock. Then do a Flip Gather (L1 + R1 + ○), then tap ✕.

ONE HAND TOMAHAWK
Hold L1 and move toward the basket with ○. Then tap ✕.

UNDER THE LEGS TWO HAND REVERSE
Move toward the basket with △. Then tap ✕.

STATUE OF LIBERTY
Move towards the basket, tap ✕ once, rotate the Left Analog-stick 360 degrees, then tap ○.

RAINBOW GATHER
To do the gather that Darius Miles does in the Advanced video, hold L1 + R1, then rotate the Right Analog-stick clockwise, starting at the bottom.

CYCLE DREXLER'S UNDER THE RIM WINDMILL
From the three point corner, hold L1 + R1 and move toward basket with △. Then tap △ again.

DEE BROWN'S COVER EYES DUNK
Hold L1 + R1 and move toward the basket ○ Circle. Then tap □.

MICHAEL JORDAN'S ROCK THE BABY DUNK
When running up to the net, hold R1 then press □ as your gather, and then press □ again. Note: Depending on how well it is timed and how long you hold it, you can get your armpit in the rim; also do this with a lob for an automatic 50. Hold L1 and move toward the basket with □. Then tap △.

EASY SHOTS
Before attempting a shot when you are closely guarded, try stepping back to clear space and increase your chances of making the basket. To step back, tap Right Analog-stick ↓ when you are standing and dribbling the ball. At any point during this move, you can press Shoot to launch your shot. This is also a great move if your player is standing just inside the arc and want to try a 3-pointer instead of a long-range 2.

BETWEEN THE LEGS TWICE DUNK
Start from the three point line, then press ○ as your gather. While gathering, hold L1 + L2 + ○. Hold the buttons until you see the person holding it with both hand, then release. You should get a 50 in the dunk contest.

FLIP GATHER
Toss an Alley Oop and hold L1 + R1 + ○. This will result in the Flip Gather that appears on the video.

MERCENARIES

FREE REPAIR AND MORE AMMO EXPLOIT
At any time when you have a vehicle that needs repairing or more ammo you can get both for free by doing a mission and cancelling the contract. Park the vehicle in the base where the mission is, accept the contract, and then cancel the contract. You'll get the retry screen, select no, and then your vehicle is fully repaired and re-armed without losing money.

CHEAT CRATES
You will have access to cheat crates if you verify all of the 52 cards in the game.

NEW MODE
Successfully beat the game and capture the Ace of Spades. You will then start a new game with access to all of your items.

INDIANA JONES
Complete all of the side missions to unlock Indiana Jones as a playable character.

NEO CONTRA

EXTRA LIVES
At the title screen, press ↑(2), ↓(2), ←, R1, L2, R2, L3, R3 to get 19 extra lives.

GALLERY
Successfully complete the game with an "A" rank to unlock the Gallery.

THEATER
Successfully complete the game with a "B" rank to unlock the Theater.

MUSIC BOX
Successfully complete the game to unlock the Music Box mode.

BILL II AND JAGUAR II CHARACTERS
Successfully complete stage 7 with an "S" rank to unlock both the Bill II and Jaguar II characters.

HIDDEN FMV SEQUENCE
Successfully complete stage 7 with an "S" rank to unlock a Hidden FMV sequence.

BEST ENDING
Successfully complete stage 7 to view the best ending.

STAGE 6
Successfully complete stage 5 with an "A" rank to unlock Stage 6.

STAGE 6 TRAINING
Successfully complete stage 6 to unlock Stage 6 Training.

STAGE 7

ACTION REPLAY CODES

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS (M)

6WYG-Y1DH-N84G0
GRNA-AV5U-Y9N8P
INFINITE HEALTH
1MED-H3ZT-Q3X4A
01K4-F33M-M39UH
HAVE 75 BLACK PUZZLE PIECES
UHAC-KP6E-WNW04
7BRQ-MRJ4-ARPRC
HAVE 25 YELLOW PUZZLE PIECES
PD8J-719C-QX3YG
49JF-W5N0-DBPJY
HAVE 75 GREEN PUZZLE PIECES
1CG7-YN2C-ANBQ2
407D-BY3Q-MD9XD
HAVE 25 BLUE PUZZLE PIECES
X5DJ-PFFW-PT15A
MNYU-4V7F-HYYD2
HAVE 25 RED PUZZLE PIECES
DKMW-M364-XTC89
4QG2-5Y51-F780Y

GOLDENEYE: ROGUE AGENT (M)

1P2P-ATQQ-HEU6Z
VU78-Y1ZB-M84BN
N18G-1N2T-ZoMMT
0JRN-71AZ-CTTWN
UFMZ-GNHU-V4E16
UY49-HRMU-1N6JW
NEVER LOSE HEALTH
BNAP-AH3Q-BTJ2A
NW8Q-F6XB-D8X5Q
NEVER LOSE ARMOR
QB1H-8CF2-59KQB
DNTY-G8HF-BH1HW
NEVER LOSE EYE POWER
6QT5-WJ3Y-ZWQJ5
M37Q-XD3E-1R1Do
INFINITE AMMO
ZY5N-142Y-Q7DDo
2GBQ-1R3F-JYMo3
ENEMIES ARE IDIOTS
AK3X-HE81-Mo074
RPCR-AC3U-MKYUR
ENEMIES CANNOT THROW GRENADES
PETZ-ZPV9-31YDY
A6GD-H55H-226DB
UNLOCK MULTIPLAYER MAPS
JFoE-7YQB-4K8JM
DAD6-32Y8-7UWEH
CAN SKIP INTRO MOVIES
VG30-0998-YBH2C
YNKX-ZNiV-5W77R
UNLOCK ALL MISSIONS
HTWF-E2X1-2WMU9
PBo2-K3BK-19HWH
DISABLE SHADOWS
4D5P-GH5J-224RK
AF16-oJD9-ZFV1Y

SHARK TALE (M)

9UAC-JWCD-8DXJ1
NNMU-M5UF-VR3GG
04ZV-4REU-B932N
INVINCIBLE OSCAR
V3JN-BoCK-JYNX9
5GW2-MYK7-XNFK2
L2 TO TURN ON DEBUG MENU
FE3T-4A3T-WoXXZ
FK9F-5YMA-BYGBH
3QVC-FTD5-U336B
L2 TO TURN OFF DEBUG MENU
6RV9-28BG-D55A4
X7PF-NVQ4-9PRTo

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

Y7Y9-4CA4-5M74P

CRASH 'N' BURN (M)

V0C2-JP0Z-YFPQA
TB40-4U2N-F800C

LOADS OF CASH IN SHOP
BX39-A1AE-EE2E8
4GAJ-BCYG-Q244Z
H3N3-6H1E-MYGK7
233T-Z26J-BDA0V
UW8M-YF4V-AKW5A
NC33-6FHU-TU6X9
5NF4-GZFM-3EMK6
T2MR-T9NY-41RQM

INFINITE TURBO
BZF0-P5UZ-TJE26
CWHU-KUKE-009A0

NEED FOR SPEED UNDERGROUND 2 (M)

52H7-N7MN-CBKCN
6VMU-3RCN-97WN1
F3NK-YG7V-1GJR3
2DWY-BY6Q-09E34
ZAB0-VVXP-ZHAKP
NW41-Y0C0-05U6D
B7JG-G7JE-TT823
VXFW-ZRE3-TBJA7
UPP1-7Q41-RDXT1
UK85-JZ1C-JBQW8
Y0JW-7028-FWU18
9QZ0-8D2W-TQK58
U6K9-GH36-BGYXE
XTVG-JMZX-3HYFT
DQ6G-4E9A-R7W93
8GBX-RUP4-ZPPXP
03AH-5PBC-9K2T7
A5TF-3BAU-EFC7K
ZZ3P-G57U-G51F9
6QQY-FC3Q-5ACU1
ZZ68-XDAV-00RA9

DISABLE RACER AI
JG5K-9M2W-XX9C3
P380-YMQA-7PZD5
YHFD-CJM5-U63GB

INSTANT REFILL TURBO
181R-7YZ7-KNB8Y
FA1F-Q3ZH-E6EF5
60X2-8UV4-B6XQ4
PWAF-D5FQ-BFBYD
ZA02-Q203-NGP9M
NW4F-4PE8-CJZK2
QHDY-TYFR-QDV3W
MKJF-MXYU-80JMU
ZJFT-KCUQ-09GGV

TURBO AVAILABLE
TBA7-YR1P-V6N4G
KHKT-8V7V-VYY3K
NWBV-1X94-7F9B8
ZDAX-ZTXV-Z312N
ADDF-2YBZ-35WZB
5U8M-1GD6-X1A3A
R3JA-JR5Q-2WY71
5RAF-3RXR-11N8Q

MAX CASH
PEBG-TUAg-EYPEK
7TMV-2Z8V-3598F

OPEN ALL CARS (QUICK RACE)
K423-HWU5-0O24K
ZVKD-TTKQ-2T9ET

OPEN QUICK RACE TRACKS
D6T1-XM1Q-5GATC
2JUJ-6U18-Y64TD
EJ1D-Z3D0-QUT6Z

OPEN PARTS
75U9-0V2V-Z8NTW
QGGQ-2Y7Z-KR5KW
8D58-PYDg-3PE89
QFHH-4VoK-FPZ33
J8ND-5UAE-AWBRD
VgT2-41YR-DYADC

MAX MONEY SPENT ON CAR
R384-0C30-AY7P5
UFKY-5J37-GWQA2

OUTLAW GOLF 2

CHEAT MODE
Create a player and enter "I Have No Time" as a case-sensitive name to unlock all courses, characters, clubs, events, and movies.

ALL COURSES
Create a player and enter "release all courses" as a case-sensitive name to unlock all courses.

ALL CHARACTERS
Create a player and enter "release all golfers" as a case-sensitive name to unlock all characters.

ALL CLUBS
Create a player and enter "release all clubs" as a case-sensitive name to unlock all clubs.

INFINITE BEATING TOKENS
While playing a game in exhibition mode, hold L1 and press L2(2), R2(2), △.

PERFECT SHOTS
While aiming in exhibition mode, hold L1 and press ⊗, ○, ⊗(2), ○, R2, ○, ⊗. You will hit the shot exactly on the percentage marker but still must have your shot aligned with the line in the cup. This allows you to hit the power marker anywhere and it will not hook, slice, over hit or under hit the ball.

BIG HEADS
While playing a game, hold L1 and press ○, ⊗, ○, △, SELECT.

BIG CHESTS
While playing a game, hold L1 and press ○, ↑(2), ○, △, ↑.

SUPER BOUNCING GOLF BALLS
While playing a game, hold L1 and press ↑(2), ⊗, ↑(2), ○, ↑(2), □.

BIG GOLF BALLS
While playing a game, hold L1 and press ↑(3), SELECT in aiming mode. Repeat this code to increase its effect.

SMALL GOLF BALLS
While playing a game, hold L1 and press ↓(3), SELECT in aiming mode. Repeat this code to increase its effect.

AZTEC ACRES COURSE
Successfully complete tour mode with Harvest to unlock the Aztec Acres course.

GLACIER RIDE COURSE
Successfully complete tour mode with Ice Trey to unlock the Glacier Ride course.

MOSQUITO GREENS COURSE
Successfully complete tour mode with Suki to unlock the Mosquito Greens course.

SPOOKY HOLLOW COURSE
Successfully complete tour mode with El Suave to unlock the Spooky Hollow course.

PLAY AS CLEM
Successfully complete the tour mode with Harley to unlock Clem.

PLAY AS HARVEST
Successfully complete the tour mode with Clem to unlock Harvest.

PLAY AS DONNA
Successfully complete the tour mode with Summer to unlock Donna.

PLAY AS TRIXIE
Successfully complete the tour mode with Donna to unlock Trixie.

PLAY AS KILLER MILLER
Successfully complete the tour mode with Trixie to unlock Killer Miller.

PLAY AS SUKI
Successfully complete the tour mode with Killer Miller to unlock Suki.

Successfully complete stage 6 with an "A" rank to unlock Stage 7.

STAGE 7 TRAINING
Successfully complete stage 7 to unlock Stage 7 Training.

WEAPON SET D
Successfully complete stage 5 to unlock Weapon Set D.

WEAPON SET E
Successfully complete stage 6 to unlock Weapon Set E.

WEAPON SET F
Successfully complete stage 7 to unlock Weapon Set F.

NFL STREET 2

UNLOCK EA FIELD
Type "EAField" as a case sensitive code to unlock the EA field.

UNLIMITED DEVELOPMENT POINTS
Play the sack game in NFL challenge and as long as you continue to get only bronze and silver medals you can rack up the development points for your players. If you get three sacks in a row, which will net you a Gold, just reset the challenge.

UNLOCK LEGENDS
You have to hit the "hotspots" during levels to unlock various legends. The list of legends is as follows:
Bo Jackson
Mike Singletary
Eric Dickerson
Randal Cunningham
Anthony Munuoz
Sterling Sharpe
Joey Browner
Chris Carter
Mean Joe Greene
Jack Lambert
Darrell Green

UNLOCK XZIBIT
Complete all of the tutorials to unlock rapper Xzibit.

SEGA SUPERSTARS

NIGHTS MODE
Successully complete Easy, Medium, and Hard Mode in the *Nights* game.

UNLOCK FREE MODE
Beat the three levels in *Puyo Pop Fever*.

PLAY AS SHADOW
To play as Shadow in the *Sonic the Hedgehog* games, beat all 3 levels (easy, normal, and hard). If you are successful you will receive a message that Shadow Mode has been unlocked.

UNLOCK SIX ADDITIONAL SEGA SONGS
Get Perfect in all the *Samba De Amigo* songs

SONIC MEGA COLLECTION PLUS

ALL EMERALDS
When selecting a level hold the A button and start: 01 06 07 07 07 02 01 06

DEBUG MODE
When selecting a level hold the A button and start: 01 09 09 04 01 00 01 08

TWO GAMES AT ONCE
To have two separate games of either the Game Gear titles *Sonic Drift* or *Dr Robitnik's Mean Bean Machine*, press START on the second controller at the SEGA screen of their games as you would normally. But instead of selecting "Versus" for *Drift*, or "Gear to Gear" for *Mean Bean*, select different modes. In *Sonic Drift*, two people could be playing completely different circuits, and in *Mean Bean*, one person could play Scenario Mode, and the other Puzzle Mode. If you choose to return to the game title in 1P mode, however, both players will reset their games and switch back to normal.

SONIC 1 LEVEL SELECT
↑, ↓, →, ←, then hold □ and press START

SONIC 2: LEVEL SELECT
Go to options, then go to sound test. Play 19, 65, 09, 17. After you hit 17 you should hear a ring sound. After that, press START, hold □. As soon as the menu shows up, keep holding square and press START on one player.

SONIC 2: SUPER SONIC
Do the level select code. Then while in the level select menu, go to sound test, and play 04, 01, 02, and 06. As soon as you hit 06, you will hear the jingle for chaos emeralds. Now just pick a level, collect 50 rings and jump.

UNLOCK COMIC ZONE AND THE OZZE
Make sure you have a save of *Sonic Heroes* on your memory card (any save. You don't have to beat the game). Then play *SMC+* and go to the games section. After that, the game will tell you that they are now playable. Playing a game counts as seeing the Sega screen and then pressing L1 + quit after going to the specific game.

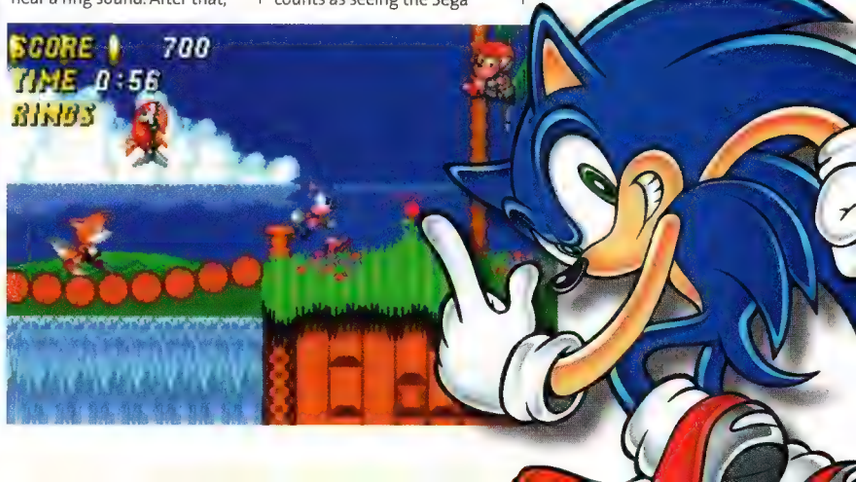
UNLOCK BLUE SPHERE
Play *Sonic the Hedgehog* and *Sonic 3D Blast* 20 times each.

UNLOCK FLICKY
Play *Dr Robotnik's Mean Bean Machine* 30 times.

UNLOCK KNUCKLES IN SONIC 2
Play *Sonic the Hedgehog 2* and *Sonic Spinball* 20 times each.

UNLOCK RISTAR
Play as Blue Sphere and Knuckles in *Sonic 2*, *Sonic 3* and *Knuckles, and Flicky* 30 times each.

UNLOCK SONIC 3 & KNUCKLES
Play *Sonic the Hedgehog 3* and *Sonic & Knuckles* 20 times each.



TXT UK

TO ORDER CALL: **0906 517 7599** STYLE FOR YOUR MOBILE...

Check out our website on your phone or pc:
www.txtuk.co.uk

WALLPAPERS

To Order A Wallpaper text: PSM2 + CODE to 88066 OR To Order By Phone Call: 0906 517 7599

Irish users can call 1580 718 637 or text their order to 57767

for more wallpapers sent straight to your phone for only £1.50 per pic.

PEARSON 1075

1165

5671

4392

1853

5851

SOPHIE 4879

9576

4982

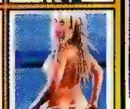
CHRISTINA 3302

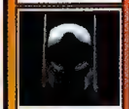
4847

8276

4222

3932

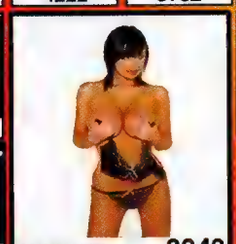

2373


8900

1859

4023

3956


HOWARD 2242

4969

7506

3627

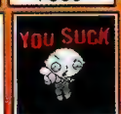
9571

8872

6834

5852

1539


4984

7706

6839

PINDER 1990

1330

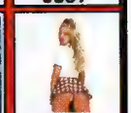
1682

6649

6697

5851

6638


7041

CELEB TONES

Get a celeb voice as your tone or text alert!

Austin Powers
Dr Evil
Jordan
Kat Slater (Be)
The Bear (Bo)
Trigger Happy
Yoda
Peter Kay
Nadia

To order text: PSM2 + CODE to 88066

RINGTONES

To order by phone call: 0906 517 7599

To order a standard ringtone by text send: PSM2 + CODE to 88066

To order a Polyphonic ringtone by text send: PSM2 + CODE + POLY to 88066

You will need to go to a wap site to collect your Polytone. Make sure you have wap enabled!

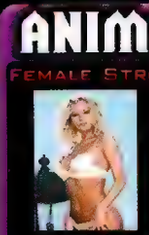
Irish users can call 1580 718 637 or text their order to 57767 instead of 88066

4137	Iron Maiden	3984	Kanye West
8736	Jimi Hendrix	2310	Mase
0550	Led Zeppelin	7947	R Kelly
8806	Led Zeppelin	4033	Gwen Stefani
0659	Metallica	7775	The Streets
3993	Pony	6150	Bowling For Soup
4731	Hiding Place	6356	Calling
3766	Korn	3885	Creed
4732	Lostprophets	6514	Electric Six
3990	Placebo	7181	Electric Six
3919	Steriogram	0036	Europe
3761	The Rasmus	6313	Feeder
3989	The Used	7954	Feeder
4734	White Stripes	6549	Feeder
8118	Greenday	9278	The Darkness
8367	Snoop & Pharell	8166	The Darkness
6448	Q.O.T.S.A	8370	The Darkness
0898	Queen	6576	Good Charlotte
6010	R.H.C P	1272	Deep Purple
0694	R.H.C.P	1275	Guns'N'Roses

4673	U2	8886	Deepest Blue
4690	The Doves	8887	Speedway
4722	The Dogs	8894	Snow Patrol
4711	Breed 77	8888	Basement Jaxx
5646	The Sex Pistols	8889	UMC Vs U2
5044	The Distillers	8890	Franz Ferdinand
2549	Interpol	6481	Eminem
3987	Ching	8892	Stereophonics
4250	J Kwon	8893	Simple Kid
8140	Ja Rule	7165	50 Cent
1433	Joe ft GUnit	9253	Keane
0537	Green Day	9242	The Strokes
0538	Green Day	9243	The Stands
2979	Muse	9244	The Rapture
8396	Rancid	9245	Obi
8576	Good Charlottes	9246	Kings Of Leon
7949	Good Charlottes	9249	Goldfrapp
8323	Good Charlottes	9249	Hundred Reasons
9152	Blink 182	2527	Eighteen Senses
0532	Blink 182	2528	Chemical Brothers
2586	Embrace	3981	Eminem
2585	Lovefreekz	8587	50 Cent
2581	Fatboy Slim	2542	Kasabian
2572	Stonebridge	2543	Seagulls Ska
2566	Ludacris	2549	Interpol
0601	Blink 182	2551	Dillinja
7188	AFI	2554	DJ Zinc
3653	The Killers	4605	Keane

0819	Tv & Film	9601	Angel City
0029	Tv & Film	2974	Armand Van Helden
5150	Tv & Film	4601	Fatboy Slim
8559	Tv & Film	3915	Dirty Vegas
8561	Tv & Film	4704	Mylo
1486	Tv & Film	3393	Deep Dish
8488	Tv & Film	1965	Eric Prydz
0076	Tv & Film	0621	Faithless
0091	Tv & Film	3925	Michael Gray
9476	Tv & Film	0208	Robert Myles
6823	Tv & Film	5872	Scooter
8839	Tv & Film	2733	Stonebridge

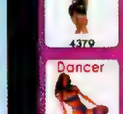
ANIMATIONS


3203

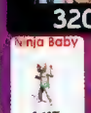
4379

3486

5206


2942

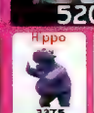
3024


1417

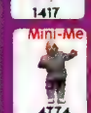
9989

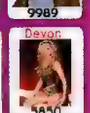
1418

2329


2375

9839

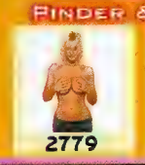

4774


5850

2337

2946

EXCLUSIVE! PINDER & MARSH


2779

2778

To order an Animation text: PSM2 + CODE to 88066 OR To Order By Phone Call: 0906 517 7599

Irish users can call 1580 718 637 or text their order to 57767

MOBILE GAMES

NOKIA- SONY ERICSON- SAMSUNG- MOTOROLA- SAGEM- SHARP

Go to our wap site www.txtuk.co.uk to check compatibility

5886

4755

3751

9960

9055

3089

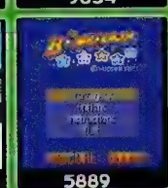
2665

5846

9054

2662

5888


5889

To order a Game text: PSM2 + CODE to 88066 To Order By Phone Call: 0906 517 7599

Irish users can call 1580 718 637 or text their order to 57767

BABES OF BRITAIN

Get the finest hottest Babes of Britain sent to your mobile every week. These are the sexiest girls around!

To order a babe pic text: PSM2 + BOB to 88066

REAL SONG TONES

NEW

Turn your mobile into a record player by getting one of these great REAL SONG TONES. You'll hear a real voice and backing track as your ringtone!

24173	OF A KIND Baby Cakes	5085	KHIA My Neck My Back
2089	BLUE Curtain Falls	3621	LEMAR If There's Any Justice
3890	BRIAN MACFADDEN Real To Me	2465	MARIO WINANS I Don't Wanna..
2448	BRITNEY SPEARS Everytime	1601	MCFLY Obviously
2414	D 12 How Come	3622	MCFLY Room On Third Floor
2093	DELTA GOODREM Out Of The..	3896	NELLY My Place
3616	GIRLS ALOUD I'll Stand By You	2472	O ZONE Dragostea Din Tei
3893	GIRLS ALOUD Love Machine	5082	R KELLY Happy People
3619	GWEN STEFANI What You..	5088	RACHEL STEVENS More More..
2458	J KWON Tipsy	5086	ROBBIE WILLIAMS Radio
3620	JO JO Baby's Its You	2090	U2 Vertigo
3895	JO JO Leave	2477	USHER Burn

To order text: PSM2 + CODE to 88066

Calls cost £1.50 from landline phones. Calls made from Mobiles may cost more. Callers must be 16 or over. Standard Tones cost £3. Polyphonic Tones, Real Tones, Wallpapers and Animations cost £4.50 charged as 3 x £1.50 reverse billed messages. Get it First charged as £3 per week and £3 per week thereafter. To unsubscribe text STOP FIRST to 88066. Java Games charged as £6. Babes of Britain costs only £4.50 per week for unlimited access. To unsubscribe send STOP to 88066 . You will incur standard SMS, WAP and GPRS chrges where applicable. Please check billpayers permission before you call. Please check the website to ensure your phone is compatible. Please allow 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with Offers and Info. To unsubscribe call our Customer Care Line. Customer Care Numbers UK: 0871 872 1813 IRL: 01 248 9871. Address PO Box 4427, London W1A 7QP. Thank You. (c) DRIV3R, DRIVER 3 - All rights reserved, Atariinteractive. All rights reserved.All other trademarks and trade names are the properties of their respective owners.

"IN-DEPTH, INCREDIBLE"

THE INCREDIBLES

Having trouble with the often incredibly tricky *The Incredibles*? Wail no longer –here's our exhaustive guide...

MISSION 1 BANK HEIST

Nothing too stressful, just a quick brush up on the big-chinned one's moves.

While the henchmen are fairly easy foes, they can be an irritation. Always use your Incredi-punch (△) to cut through them rather than the feeble regular punch.

To get rid of the lasers, you need to destroy the box over on the other side of the room. Do so by picking up a cabinet, standing on the right and throwing it diagonally at the box.

At the next point, jump up and grab the pipe, but don't climb up. Shimmy along to where the henchman is, then use (△) to pull the bad guy off the roof.

After using the zip-line you'll end up getting shot at by a helicopter. Crouch behind the items on the roof to protect yourself from the barrage. That's the training level over and done with. Onto the next bit, Incredi-fans.

MISSION 2 SKYLINE

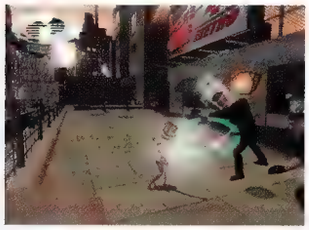
Mrs Incredible joins in the chase for the elusive Bomb Voyage. Stretchy!

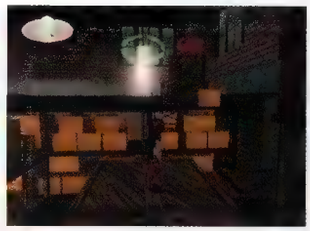
You can use your Incredi-attack (△) to attack the henchmen if you like, but it's quicker and more efficient just to keep hitting R1.

In the warehouse, take out the henchmen from a distance with R1, then use R1 again to grab onto the light fittings and swing across the gaps.

Use ◎ to grab the henchmen then throw them into the aircon unit. It takes three of them to turn off the electricity and let you get past.

Grab the overhead gantry in order to swing across, but the chopper keeps firing missiles. Time your move carefully or you'll get blown off. Insert your own innuendo.





TOP TIP

Mr Incredible's punch (□) is all but useless. It's far better to use his Incredi-punch (△) to batter the baddies.

MISSION 3 BUDDY PINE AND BOMB VOYAGE

A flight with Buddy and then a face-off with the badly-named Bomb Voyage.

The street lights hanging from the cables will knock you off. Avoid them by pushing in the direction of the lowest part of the cable.

When the helicopter gunship appears, swing left to avoid the missiles. Now it's time to avoid a load more streetlights, so get to it. Be careful here.

Now you have to swoop down to street level, where your enemy is the traffic. The avoidance method is the same though. Just swing left and right.

Bomb Voyage Boss – Step 1: When a bomb is thrown out of the chopper, avoid it, wait for it to turn green, then just grab it and throw it right back.

Bomb Voyage Boss – Step 2: When the chopper fires its guns at you, jump left and right to avoid the bullets. Then repeat the bomb part. Easy.

Bomb Voyage Boss – Step 3: Now the chopper starts firing homing missiles. They can be tricky to avoid so you need to crouch behind bits of scenery.

MISSION 4 APARTMENT INFERNO

Mr Incredible and Frozone go undercover to rescue folk from a burning building.

To take care of these flame-thrower guys, run towards them, then jump and punch to slam down on them while avoiding their fiery weapons.

You come to a collapsed bit of stairway. It looks huge but it isn't really. As long as you run and hold the jump button you will clear it easily enough.

After repeatedly hitting ◎ to get through the blocked corridor, punch the glowing timbers to smash your way through to the next corridor.

The flaming gas jets are damaging. Jump over the first one then crouch and roll under the second one by using L1 + ↑ + ⊗.

At this point, use the hanging light fitting to swing across the gap. You just need to jump towards it to grab onto it. Then push forward and jump off again and you'll be fine. Trust us on this.

At the see-sawing walkway, go to the middle so that it levels out. Now go to the back to raise the front in a controlled way then run forward and jump to grab the light. It's not difficult.

Weirdly, you can't jump over the gas jets or time a run past them. Instead you have to wait until they (sort of) stop then forward roll past them. Stay left.

Watch out for the collapsing platforms, then at the last two swinging lamps, grab onto the first one and wait until the very end of the swing to jump to the second one.

TOP TIP

Playing as Dash, you don't really need to use the turbo for the most part. Slow and steady tends to win. The exception is on the water sections.

MISSION 5 LATE FOR SCHOOL

Little Dash gets his first outing. Quick, get to school before the bell goes.

Jump to avoid the manholes as they'll make you stumble. They only appear on the yellow central line, so don't stay in the middle all the time.

In the second section at the crossroads, go to the left to go behind the first truck, then immediately right to clear the other traffic.

Also, in the second section, you have to line up at the level crossing so you can jump through the gap in the train. Don't use turbo and you should be fine.

During the third section, you need to turbo over the large ramp in order to clear the trucks. If you don't turbo, you won't clear them and you'll come a cropper.

The reversing truck near the end is a pain in the butt. Make sure you're not going too fast and then go hard left to squeeze around the front of it.

MISSION 6 BEACH LANDING

Mr Incredible sneaks off on a secret mission. Things don't start too well, though.

With the laser turrets, you can either throw crates at them or wait until they've fired, then run up to them while they're charging up and batter them.

To kill the helibots, simply jump, then punch (a basic ⊡ punch will do). The bots' body remnants can then be used as a pretty useful projectile weapon.

Slam jump the generator to stop it producing bots, then use an Incredi-punch to take out any remaining meleebots (they're the spinning ones).

You need to get up to the ledge, but watch out for the electric charge that appears. When it's stopped, jump and climb up.

Smash the shield generator to switch off the lightning covering the bridge. Now you can walk safely across without getting fried.

Next up is a pillar switch. You'll be seeing a lot of these during the game. Grab them and rotate them to switch things off, like the electrical barriers here.

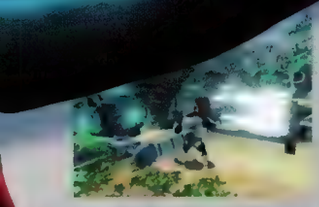
Use destroyed helibots or meleebots as projectile weapons to take out the distant shield generator. You can now jump up and grab the overhead cables.

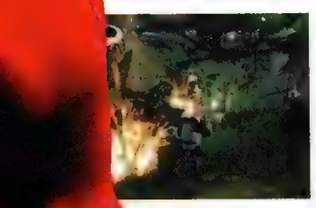
When on the cable, push left and right and hit jump to leap from cable to cable, thus avoiding the obstacles and ledges that knock you off, and you're on your way.

You can jump up and grab the bars to climb up, but they get electrified. Wait for the bottom one to switch off, grab it, hang, and watch the next one to time your jump.

With the cranes, use ◎ to grab and rotate them, then use the crane to grab and swing across the large gap. You now know enough to finish the level, but there's more...

The next area is tough. Jump and punch the helibots, then use them for throwing at the laser turrets and shield generators opposite. Attack the turrets while they're charging.





MISSION 7 NORMANISIAN ISLAND

Mr Incredible continues on his way across the island. It's getting harder now...

Wherever you see spinning meleebots, find a generator and then just slam jump it to stop the bots coming out of it. Use an Incredi-punch to destroy the remaining meleebots.

To deal with the laser turrets, run towards them in an arcing motion to avoid their fire, then attack them with an Incredi-punch. This should take them out with no troubles.

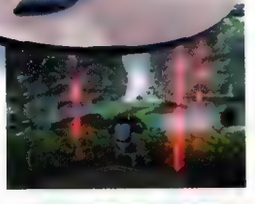
The easiest way to destroy the flying helibots is to run at them, jump and use punch. You can even use the bits that fall from them. Just pick them up and hurl them back.

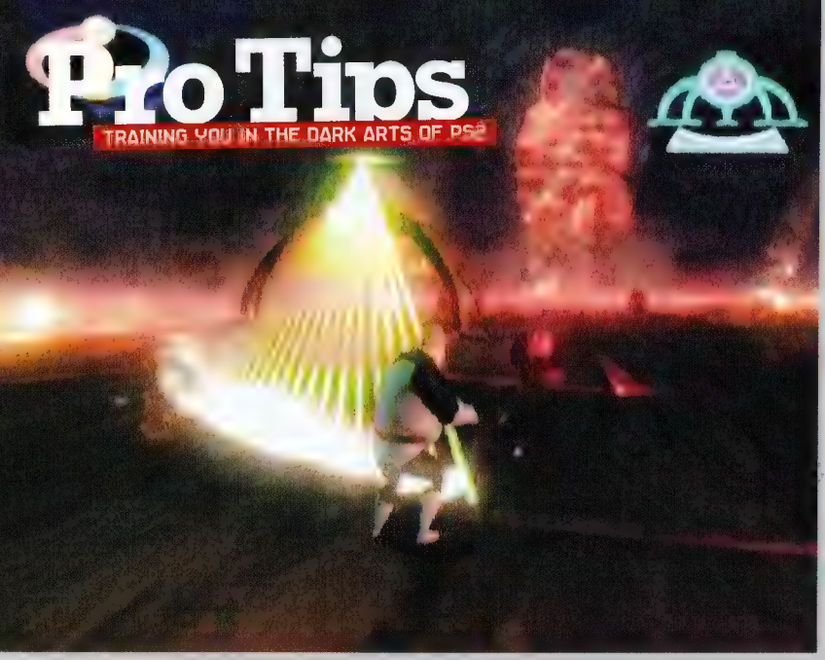
Watch out for the red lasers that rain down on you. They're from the leaper bot in the distance, so pursue it, ignoring all others, until you can destroy it with a punch.

Use the old bits of scrap as projectile weapons to get the gun on the tower. If you run out of scrap, use bits from all the helibots you knock from the sky.

Rotate the cranes around the jump and then grab onto the dangly bits – ahem – so that you can get across these large gaps. It's not hard when you know how.

When using the gun turret, concentrate on the aircraft, but keep dipping your sights to take out the other assailants and missiles that are coming at you.





MISSION 8 VOLCANIC ERUPTION

Mr Incredible is set upon by the massive Omnidroid. Nasty...

Attack Phase 1: When the ball rolls toward you, don't try to outrun it. You'll get hit. Instead, face it, run towards it and veer off unexpectedly at the last minute.

While the Omnidroid stops rolling, grab a boulder to chuck at him, then face your enemy. When the droid stands up, throw the boulder at it to score a hit.

When the droid lets out a sweeping wall of fire, simply keep running in an arc to the right or left and you should be able to avoid it without too much bother.

At some point, the Omnidroid will move towards you, trying to crush you. The solution? Once again just keep on moving. Running is generally a good thing on this level, so stick with it.

When the Omnidroid gets down to about 25% energy, he leaps away from the arena. Lob rocks at him from a distance to drain his energy bar some more.

Attack Phase 2: During Omnidroid's second attack, he rolls towards you twice, so be aware of this and only go to grab a rock after his second roll.

The droid fires laser bolts from his bottom. Run at him in an arc to avoid the bolts. Attack his butt with Ⓐ if you get there quick enough.

Attack Phase 3: This time, the droid rolls at you three times. There are also the usual firewall, laser bolt and jumping attacks. The new attack in this phase is the dreaded spinning attack. Rather unimaginatively, however, the solution once again is to run away sideways.

MISSION 9 ROBOT ARENA

Mr Incredible needs to find his way out of the base. We can help with that...

At the first gate, there are corridors to the left and right. Explore those first if you want but they're not really necessary, then destroy the two generators to switch off the barrier.

After jumping onto the saucer, use ⊗ to fire at the three towers. Keep your fire concentrated on the middle sections of the towers as they are the weakest points.

If you're struggling to get past the next lasers, it's simply a case of crouching and rolling under at the right time (press R1+↑+⊗). Obvious when you know how.

The lift explodes as soon as you approach it. Think that's a dead-end? No, it's not, just look up to the left. You can use these shelves to climb up to the top.

At the top of the lift shaft, turn left and smash through the breakable wall, then break the barrier generators to get through to a previously blocked corridor. Go around the outside of the circular area to get to another generator, then take the steps up and continue on until you reach the tank enemy. You'll see several of these in the game.

Tank – Step 1: Whenever you meet a tank enemy like this one, first jump over the machine gun fire it unloads upon you. This isn't too difficult, just don't stand still and keep jumping.

Tank – Step 2: Next it shoots a flame thrower – so be ready for it. Again, run and jump sideways over the flame as it approaches. This is pretty similar to some other boss attacks.

Tank – Step 3: Time for a third weapon. Move to one side, because now the tank fires a laser beam which finishes as a ball of explosive energy. Keep moving and jump away from it.

Tank – Step 4: Finally, when the tank lobs out a bomb, move aside to avoid it, then, when the bomb turns green, grab it and throw it at the tank. Repeat this process three more times.

MISSION 10 GREAT FALLS

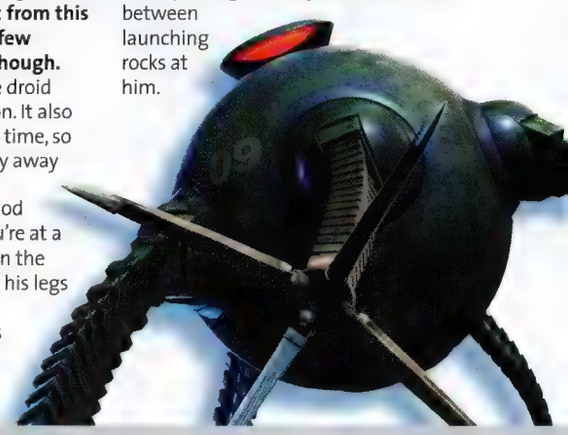
Those cheapskate developers have thrown in another encounter with the Omnidroid...

Check out the tips for mission eight for a general idea of what to expect from this second encounter. There are a few differences this time around, though.

As before, watch out for the droid rolling and firing lasers and so on. It also does a lot more high jumps this time, so be sure to keep running and stay away from those claws.

Try a slightly different method this time. Throw rocks when you're at a distance, but if you're close when the droid stops rolling, try attacking his legs with an Incredi-punch.

This time, as the droid leaps away into the distance (when it gets to around 25% energy), he fires spinning bots at you. Avoid these in between launching rocks at him.



MISSION 11 SYNDROME'S BASE

It's like a James Bond movie set in here. Watch out for all those lasers...

Skip back to mission nine to see how to defeat the tank – it's exactly the same procedure as before. Once it's destroyed, you can continue on through the level.

In the main chamber, run around the floor to the left, jumping the laser as you go. At the first raised part, kill the bad guys and use the console to stop the lasers.

Repeat for the next raised area, then go through the now open doorway. When you reach the series of barriers, crouch and roll (R1+ ↑+ ⊗) to get underneath them.

In the computer room, use the stripy bars to the right of the entrance to get up to the next level, then get over to the pillar and turn it to open the door.

Drop into the lower level, use the console to destroy the gun turrets and open the exit door. Get back up, go over to the control pillar and rotate it to activate the walkway in the other room.

Hurry now, you're up against a time limit, so time and speed are of the essence. Get out of the door, through the corridor (diving under the lasers), then go across the walkway before it turns around again.

At the next corridor, you need to take out the guards and dive under the lasers into the doorways, then activate the consoles to switch off the main lasers.

Clear the place of bad guys in the usual manner, jumping and punching the flying bots, then rotate the pillars in this order: far pillar, central pillar, nearest pillar.

Use the metal pole to Incredi-jump up to the next level and clear the bad guys. Drop back down, do the pillars in the correct order again, get up and grab the rotating arm to exit.

This next area is a sequence of consoles, barriers and bad guys. It's straightforward enough, but remember to clear the bad guys as you go or be killed.

The next room is chocka with bad guys. Avoid them as best you can and quickly use the two consoles. Use the bridge to get to the dome and out the other side.

Destroy the flying bad guys and some of the regular baddies then use the rotating pillar to activate the platform in the dome. Use the platform to exit.

MISSION 12
FINDING MR INCREDIBLE

Mrs Incredible's stretchy abilities are required again, this time to save hubby.

Once inside the base, punch the bad guys, use the consoles to open doors and use the control rooms to switch off the laser barriers.

If you see any of laser turrets in the wall, walk up to them and punch them to take them out. They can be a pain in the arse otherwise.

The guards have glowing shields. When a bomb gets thrown at you, wait until it's green, then grab it and throw it back at them (◎) to destroy them.

Inside the first chamber, activate the console to start the hook, then grab it to be carried to the other platforms. At each platform, kill the baddies and activate each console.

In the second chamber, activate the control desks and the consoles to take down the laser barriers, clearing a way around the chamber for you to follow.

After activating the final console, the central lasers will all disappear. Go to the central column and use the panel to raise yourself up to the next level.

Once again, take out the guards then activate the consoles. Now you have to grab the hook on the moving platform above to get around to the other platforms.

In the final set of corridors, get past the shield guards and gun turrets to access two separate control rooms. Once the central door is open, go through it to exit.

TOP TIP

As Mrs Incredible, you're best off attacking most of the enemies with a long punch (□) or a grab-and-throw move (hold ◎).

MISSION 13 100 MILE DASH

One of the most excruciating levels in the game. Speeding little freak...

Use jump to get over the logs, otherwise they'll slow your progress. You don't necessarily need to use the turbo button much on this level, though, it can sometimes make things more difficult. And they're hard enough already.

When in the tunnels, climb up the walls and onto the ceiling to avoid the rock piles you'll encounter. There are a few tunnels like this, just learn the patterns.

Turbo across the water sections or they'll slow you down enormously, and you're on a clock here. Also watch out for the falling pillars of rock. They'll stop you stone (ho-ho) dead.

Now, you need to get through that rock blockage on the right. Run around the path to the left in a big circle. When you get back to here the blockage will have gone. And that's that.

MISSION 14 VIOLET'S CROSSING

Another tough mission. Stealthy tactics are required here.

A general bit of advice for this whole level is just don't run around in the plants too much. The rustling will alert the guards and you'll get shot, so be more patient in your approach.

Stop at the first waiting point, activate your invisibility and run for the gateway, giving the guard a wide berth as you do so. Stray too close and he'll hit you.

At the second area, ignore the guard across the chasm. Instead turn invisible and go to the next waiting point a short distance to the right, where you can recharge your invisibility.

Wait until the guard has gone to the right, then turn invisible. Walk out to the left around him, past the tree and hide behind the rocks before the next guard sees you and attacks.

Wait for the guard to walk around the left side of the rocks, then go around the right side and through the gate to the next waiting area right in front of the big concrete bunker.

Go around the back of the bunker then turn invisible. Run around to the left of the guard until you reach the next waiting point, which is behind some rocks.

Once charged, wait until the first of three guards walks away, turn invisible and run forwards and left to the power-up icon. Get it, then turn invisible again.

Time your run past the next two guards. Go through the gate and behind the bunker on the right. This is another checkpoint, so you can now relax in peace and quiet. Why not have a picnic?

From behind the bunker, turn invisible and time your run past the two guards to the next waiting point. When you get there, recharge and time your run past the next two guards.

The final stretch. Turn invisible and go around the left of the first rock, get the power-up, then go wide around the second guard and head for the final gateway.

MISSION 15 INCREDI-BALL

A brilliantly designed level, but you'll really need our tips to get through it.

The tunnel on your left is the first target, so use the curved ramp to get above the lasers and ram the generator to switch them off. Now you can go through the tunnel without trouble.

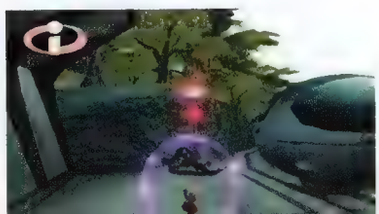
Clear the next large area of gun turrets, but mostly ignore the guards. They waste your precious time and energy. When you get to it, use the wall to get up to the generator.

At the large gateway, get a run up and use the curved towers either side to destroy the generators and open up the laser barrier to clear the way forward. Then continue onwards.

After timing your trip to get through the tunnel full of intermittent lasers, get some speed up and hug the right wall to get over the gap and past the waterfall. Don't get caught out by it.

After bouncing the first flying saucer, drop down into the area you started in and use the ramp to bump a second saucer into a generator. Go through the gate.

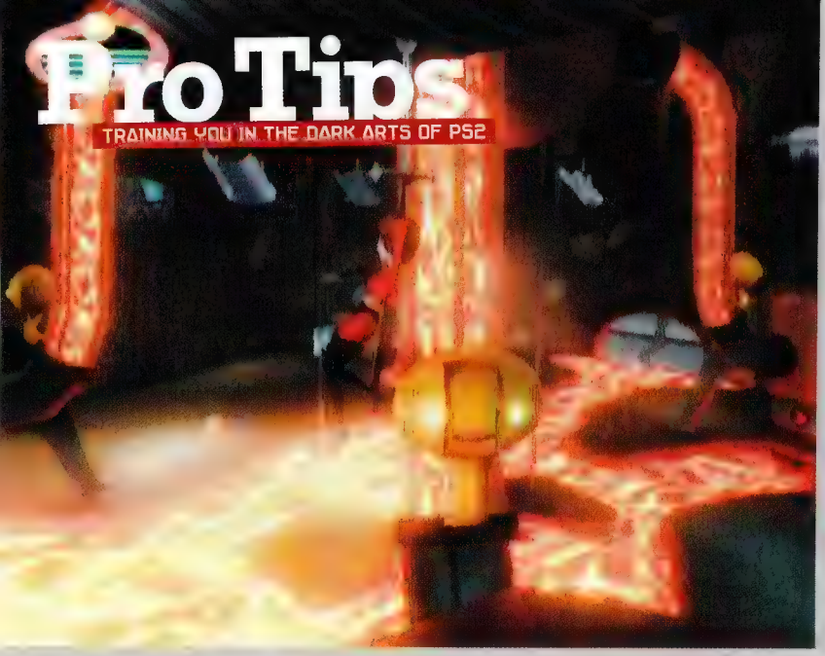
At the fortress, destroy the four generators first. They can be found around the outside of the clearing. Use the walls to get up to them.



Once the barrier's down, use the towers on the corners to get to the high generators. The central tower drops, so enter and ram the generator up top.

At the traffic light, wait for the train to arrive and leave. Travel quickly along the rails, enter the tunnel, then exit through a tunnel on the right to get a generator.

At the next train station, do the same again, only this time, at the end of the rail, drop off to the right. Bounce enemies to open the exit.



MISSION 16 SECRET LAVA LABS

Elastigirl now gets herself into a rather heated situation.

After activating the lights from the console, drop down out of the window and use the moving lights (grab them) to get across the lava rivers.

Grab the overhead trolley to get taken around to each high up platform (taking out bad guys as you go) then operate each console to switch on the lava machines.

Drop down and jump carefully onto one of the platforms in the lava river. As you go through the tunnel, stay to the right of the platform to avoid the lasers.

The henchmen with shields that lurk here are tricky. There are no bombs, so you need to creep up right beside them so that the flying guards fire at you but hit them instead.

You have two choices now. You can either wait at the entrance trying to take out the bad guys first with bombs. Or just go for it and jump the lightning bolts.

In the next room, time your swing jumps across the middle, go around to the right and run between the lightning. Use the console, then swing jump across to the other side.

Once on the left of the room, stand here and learn the timing of the electrical pulses. Start your jumps the instant after all three platforms have stopped sizzling at once. This needs precise timing.

In the next room, use the console, then swing jump on the rotating arms (away from the lightning bolts). Follow the corridor to get to the next console then double back and swing to the exit.

MISSION 17 ROCKET SILO

Mr Incredible's toughest level sees him taking on tanks and waves of bad guys.

After triggering the alarm, laser barriers and gun turrets appear, trapping you in the corridor. Punch out the gun turrets to disarm the laser barriers.

Use the far lift to get up and activate the two consoles. Activate the middle lift then, on the near left, get up, then grab and swing across the hooks to get across to the middle lift.

In the next room, use the active console to drop the glowing balls, then destroy the helibots. Eventually, a tank appears. Refer to the tips in mission nine.

In the following room, activate the main console, then find and activate the console hidden behind the boxes. Then kill all the enemies until the central console becomes active.

In the next room, drop down and first take out the laser turrets. Next, destroy all the waves of bad guys – then there's a showdown with a tank. Crap. Then there's another one. Ouch.

Another similar room next, but this one is hell on toast. Drop down and take out all the thin laser turrets. Then go over and bash the big gun turret and pick it up. Take a deep breath...

Once you've picked up the turret, hell breaks loose. Shoot the waves of attackers but concentrate on the flying guys' missiles. Fight the tank.

In this room, kill all the ground troops (and flying ones if you can). Rotate the four pillar switches, then grab the rotating crane to get up to the three high up consoles. End of mission.

MISSION 18 SAVE THE WORLD

The final showdown with Omnidroid. Not as difficult as previous encounters, oddly.

The first step is to get to that remote control by the Omnidroid's leg. Weave your way towards it, avoiding the cars being thrown at you. Keep moving forwards until you're close to it.

Dash and Violet now distract the droid, so get close and, when it fires at the kids, pick up a rock or a mailbox and throw it at the laser gun underneath his belly.

It's time to retrieve that remote control again. This time the droid throws rocks but also shoots lasers. Roll to dodge under the rocks and weave to avoid the lasers.

Now Frozone acts as a distraction. Get close again and use the same rock/object throwing method to hit the gun turret in the droid's belly. Avoid his stomping feet.

Mrs Incredible now has the remote and it's up to you to use the droid's broken claw as a weapon against it. Aim at the target, steady yourself, then fire. Job done!

TOP TIP

During the Violet's Crossing level, make absolutely sure the enemies have moved away before you make your run.

Partymob.com™

Gives you more with Plus Points

Visit WWW.PARTYMOB.COM to find out more...

MOBILE GAMES

Nokia | Samsung | Sharp | Siemens | Motorola | Sagem | Sony Ericsson | LG

TOP GAMES TITLES NOW AVAILABLE ON YOUR MOBILE!

260386

260368

260371

260349

260384

260338

260387

Unravel puzzles and mysteries as you proceed to higher levels. Toggle anytime between the Rick and Eve during any point in the game.

260314

260369

260366

260246

260347

260227

BLADE TRINITY
Only you can destroy Dracula and his vampire horde as you slice & dice your way through the legions of the undead.
260385

DRIVER 3
Bring down a car theft ring on the city streets of Miami, Istanbul and Nice.
260311

Jordan Uncovered
Play against the tricky Energy Fluctuation to unlock your little sweetie & she will be very grateful.
260356

Does this game work on your handset? *Call* 0871 222 5326 or visit wap.partymob.com for compatibility.

To Order Call 09064 004666 (UK) 1580 932772 (IR)

SMS Order:- send PSMU + Number *to* 87010 (UK) *or* 57857 (IR) Example: PSMU 260297

Tones For £1.50

She Wants To Move	113539
5 Colours In Her Hair	113743
I'm Still In Love..	113410
Breathe Easy	113599
Mandy	113228
Leave Right Now	113195
Baby I Love You	113353
Turn Me On	113100
Mad World	113303
Baby Boy	112933
I'm Your Man	113289
Into You	112916
All This Time	113437
Satisfaction	112751
Crashed The Wedding	113151
Braveheart	113090
Dr Who	113311
Reservoir Dogs	113322
The Office	112363
Blues Brothers	113793

09077 675504 and

Offer only available on the above tones when you call the above number from a landline
Offer ends 28/02/05. Monophonic or Polyphonic

REAL TONES, MONOPHONICS & POLYPHONICS

POLYPHONICS: NOKIA | SAMSUNG | SHARP | SIEMENS | SENDO | MOTOROLA | SAGEM | PANASONIC | SONY ERICSSON | LG | O2 ACTIVE MONOPHONICS: NOKIA | SAMSUNG | SIEMENS | SENDO | MOTOROLA | SAGEM

REAL TONES sound just like the real thing, real music, real singing! (not original artists) Nokia | Sony Ericsson | Motorola | Sagem | Panasonic | Siemens | Samsung | Sharp | LG

CHART	REAL	MONO	POLY
FILTHY/GORGEOUS		115319	125319
PLAN OF MY OWN		115353	125353
FATHER AND SON		115226	125226
LA LA		115230	125230
WHAT YOU WAITING FOR	174881	114881	124881
I'LL STAND BY YOU	174898	114898	124898
LIVE TWICE		115351	125351
BABY IT'S YOU	174899	114899	124899
THESE WORDS...		114346	124346
SERIOUS		115368	125368
MISUNDERSTOOD	174955	114955	124955
CURTAIN FALLS	174930	114930	124930
THE BLOWER'S DAUGHTER		115233	125233
LEAVE (GET OUT)	174198	114198	124198
MY PREROGATIVE	174715	114715	124715
BREATHE		115308	125308
I CANNOT GIVE YOU MY LOVE		115273	125273
WHAT HAPPENS TOMORROW		115285	125285
LEFT OUTSIDE ALONE	173616	113616	123616

HIP HOP	REAL	MONO	POLY
JUST LOSE IT	174789	114789	124789
GHETTOMUSICK	174835	114835	124835
RIGHT RIGHT NOW NOW		115315	125315
PROTOTYPE		115036	125036
FOR THE PEOPLE		115357	125357
GANGSTERS PARADISE	171128	111128	121128
REACT		115287	125287
LOVERS AND FRIENDS		115362	125362
HIGHER		115290	125290
I'M A PLAYER		115301	125301

URBAN	REAL	MONO	POLY
DRY YOUR EYES	174178	114176	124176
STAND UP TALL		114390	124390
YOU'RE FIT BUT DON'T YOU..		113880	123880
POW		115310	125310
BLINDED BY THE LIGHTS	174718	114718	124718
DREAM		114938	124938
BABY BOY		112859	122859
I LUV YOU		112826	122826
FIX UP LOOK SHARP		112937	122937
JUS A RASCAL		113220	123220
EYES ON YOU		114256	124256
NO MORE		115258	125258

FOOTBALL	REAL	MONO	POLY
MATCH OF THE DAY		111126	121126
YOU'LL NEVER WALK ALONE	171351	111351	121351
SOCCER AM CATWALK		112559	122559
THE GREAT ESCAPE	171354	111354	121354
I'M FOREVER BLOWING BUBBLES		113653	123653
3 LIONS	171494	111494	121494
VINDALOO	171348	111349	121349
GLORY GLORY		111353	121353
BLUE IS THE COLOUR	171348	111348	121348
WE SHALL NOT BE MOVED		113873	123873

BALLADS	REAL	MONO	POLY
ANGELS	172646	112646	122646
EVERYBODY HURTS	172899	112899	122899
SIMPLY THE BEST		111406	121406
RED RED WINE	171248	111248	121248
YOU'VE LOST THAT LOVING..	171260	111260	121260

ROCK	REAL	MONO	POLY
SWEET CHILD O MINE	171258	111258	121258
BLACK BETTY		113761	123761
SUNDAY MORNING	174866	114866	124866
SHE WILL BE LOVED	174236	114236	124236
NOVEMBER RAIN	172596	112596	122596
BAT OUT OF HELL	171286	111286	121286

R'N'B	REAL	MONO	POLY
LOSE MY BREATH	174703	114703	124703
MY BOO	174730	114730	124730
MY NECK MY BACK		112416	122416
BABY CAKES	174427	114427	124427
F*** IT (I DON'T WANT..)	173519	113519	123519
YEAH	173546	113546	123546
BURN	173800	113800	123800
CONFESSIONS PART 2	174219	114219	124219
KARMA	174665	114665	124665
IF THERE'S ANY JUSTICE	175028	115028	125028
BABY BOY	172933	112933	122933
HAPPY PEOPLE		114184	124184
I DON'T WANT TO KNOW	173805	113805	123805

DANCE	REAL	MONO	POLY
WHEN THE DAWN BREAKS		115253	125253
GALVANISE		115343	125343
SOMEDAY		115344	125344
CALL ON ME	174436	114436	124436
TAKE ME AWAY		114940	124940
WINTER		115356	125356
OBJECT OF MY DESIRE		115330	125330
MY MY MY		114819	124819

SOUND F/X	REAL	MONO	POLY
MALE ORGASM	221603		
FEMALE ORGASM	221604		
THUNDER STORM	221533		
TRAIN HORN	221532		
SUBMARINE DIVE ALARM	221531		
MIATA HORN	221530		

THEMES	REAL	MONO	POLY
THE SIMPSONS		111132	121132
MISSION IMPOSSIBLE		111121	121121
GOOD BAD AND THE UGLY		111181	121181
ONLY FOOLS AND HORSES		111369	121369
ROCKY		112481	122481
DIRTY DANCING		111249	121249
THE A TEAM		111115	121115
EXORCIST		111871	121871
PINK PANTHER	171133	111133	121133
FRIENDS	171152	111152	121152
ALWAYS LOOK ON..	173885	113865	123865
BENNY HILL		111139	121139

REAL DANCE RINGTONES

STRINGS OF LIFE - s central	185313	115313	125313
3 AM - bobby blanco & m moto	185321	115321	125321
AFROCATALANS - d marquez	185322	115322	125322
DRAMA - dj r presents soul theory	185323	115323	125323
BACK TOGETHER - hardsoul ft.	185324	115324	125324
FINALLY - kings of tomorrow	185325	115325	125325
THRU - kings of tomorrow	185326	115326	125326

Browse Artists

HOTTEST TONES

	MONO	POLY
CAUGHT UP - usher	115418	125418
I BRUISE EASILY - natasha bedingfield	115409	125409
DISCO INFERNO - 50 cent	115413	125413
LOSE MY BREATH - destiny's child	114703	124703
LIKE TOY SOLDIERS - eminem	115265	125265
HUNGRY EYES - eyeopener	114945	124945
YOU CAN DO IT - ice cube	114816	124816
STRINGS OF LIFE - soul central ft ..	115313	125313
SUNDAY MORNING - maroon 5	114866	124866
I BELIEVE IN YOU - kylie minogue	114900	124900
SOLDIER - destiny's child & lil wayne	115236	125236
MOCKINGBIRD - eminem	115264	125264
NOTHING I WON'T DO - special d	114411	124411
ALWAYS - blink 182	114629	124629
GET DOWN ON IT - blue feat lil kim	115328	125328
DO SOMETHING - britney spears	115229	125229
ALMOST HERE - brian mcfadden ..	115235	125235
GREATEST HITS MEGAMIX - britney	115278	125278
MISTAKEN IDENTITY - delta goodrem	115281	125281
CRADLE - atomic kitten	115327	125327
BEAUTIFUL PEOPLE - the b. e peas..	115094	125094
IN PUBLIC - kelis	115266	125266
GIVING YOU UP - kylie minogue	115245	125245
THE WAY - daniel bedingfield	115234	125234
ANGELS - jessica simpson	114966	124966
SOMETIMES YOU CAN'T.. - n2	115303	125303
WAKE ME UP - girls aloud	115289	125289
WRAP MY WORDS.. - d. bedingfield	115280	125280
LET ME LOVE YOU - mario	115416	125416
DEMONS - brian mcfadden	115277	125277

To Order Call 09064 004666 (UK) 1580 932772 (IR)

SMS Order:- send PSMU + Number *to* 87010 (UK) *or* 57857 (IR) Example: PSMU 112134

Hear the latest ringtone listings:
Call 0871 222 5323

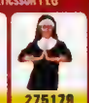
STRIPPERS

PARTYMOB GIRLS THAT GIVE YOU EVERYTHING, EVEN THE SHIRTS OFF THEIR BACK!

Nokia | Samsung | Sharp | Siemens | Motorola | Sagem | Panasonic | Sony Ericsson | LG

275104

275137


275179

275167

275129

275200

275205

Manchester U - Babe 275148
Liverpool - Babe 275146
Aston Villa - Babe 275158
Man U - Babe 275148
Super Girl - Stripping 275186
Army - Stripping 275161

To Order:- 09064 004666 (UK)

SMS Order:- send PSMU + Number to 87010 (UK)
Example: PSMU 270029

COLOUR WALLPAPERS

Nokia | Samsung | Sharp | Siemens | Motorola | Sagem | Panasonic | Sony Ericsson | LG

Requires a WAP enabled mobile to download. For more fully licensed Colour Wallpapers see www.partymob.com (WEB & WAP)

253615

253342

254038

253792

250682

250670

250593

250047

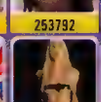
254153

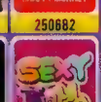
254149

253340

253573

251417


253615



250400

250669

250587

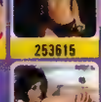
253939

253938

252237

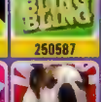
254240

254246


254087

250512

250211


253330

253587

250543

251666

To Order Call 09064 004666 (UK) 1580 932772 (IR)

SMS Order:- send PSMU + Number *to* 87010 (UK) *or* 57857 (IR) Example: PSMU 254254

luvvies

A Perfect Show of Passion

TO ORDER YOUR LUVVIE SHOWING THE NAME OF YOUR LOVED ONE (UPTO 16 CHARACTERS:

Text PSMU + NUMBER + NAME to 87010 (UK) 57857 (IR)

Examples PSMU 341311 JAKE
PSMU 341310 ZOE

For more *great* products visit www.partymob.com (Web & WAP)

Before you Order call 0871 750 3030 for help & compatibility.

Calls cost £1.50 per minute. Mobile charges vary. We recommend you call from a landline. Ireland calls cost Euro 2.40 per min. You must be 16 or over to use any of these services. You must complete the call to receive your order. Your call is likely to take 3 minutes but will take longer if time is spent browsing information. SMS charges(UK): Vodafone, O2, T-Mobile, Virgin and Orange £4.50 (Games £6). SMS Charges (IR): Vodafone, O2 and Meteor Euro 6 (Games euro 8) You must have sufficient credit to receive your order. Java, Slideshows, Polyphonics, True Tones,SFX and Colour Pictures require a WAP enabled handset. You will also incur your normal SMS and WAP charges. Royalties paid to MCPS & PRS. Partymob.com, PO Box 28 Northampton NN1 5DS After Sales: Visit www.partymob.com/cs or call 0871 750 3030(UK). 1850 927274 (IR. CallSave).

Shrek ® DreamWorks L.L.C.Shrek2 ™ and © 2004 DreamWorks L.L.CPublished by Eurofun and DTR. Buffy The Vampire Slayor (TM) & © 2005 Twentieth Century Fox Film Corporation. All rights reserved.. All rights reserved. DukeNukem © 2003 Machine Works, published by Ojom, produced by 3d Realms Inc., designed and developed by Machine Works Northwest LLC. Sami Hyypia, captain of Liverpool FC. © 2004 Oy Wireless Entertainment Services Finland Ltd. Speedball ™ © 2002 The Bitmap Brothers. All rights reserved. Under license to Sorront Ltd. The MUMMY is a Trademark and Copyright of Universal Studios. Licensed by Universal Studios Licensing L.L.L.P. All Rights Reserved.

Infomedia

grand theft auto San Andreas™

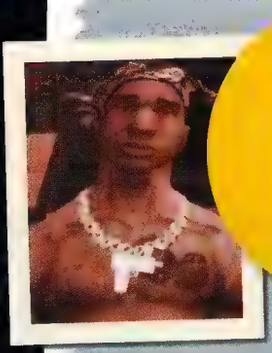
BROUGHT TO YOU BY PSM2 WE'RE ALL ABOUT THE DREAS

113

WAYS TO LOOK GOOD ON THE STREETS OF SAN ANDREAS

PLUS

Seduce the girls!
Ride the best cars!
Gamble like a pro!
Beat the triathlon!

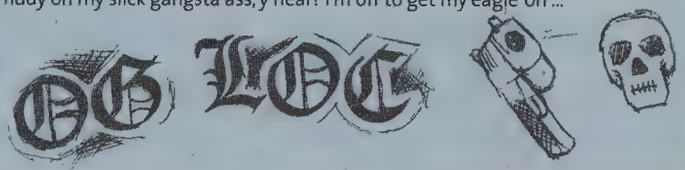


OG

GUNS. GANGS. GIN. JUICE.

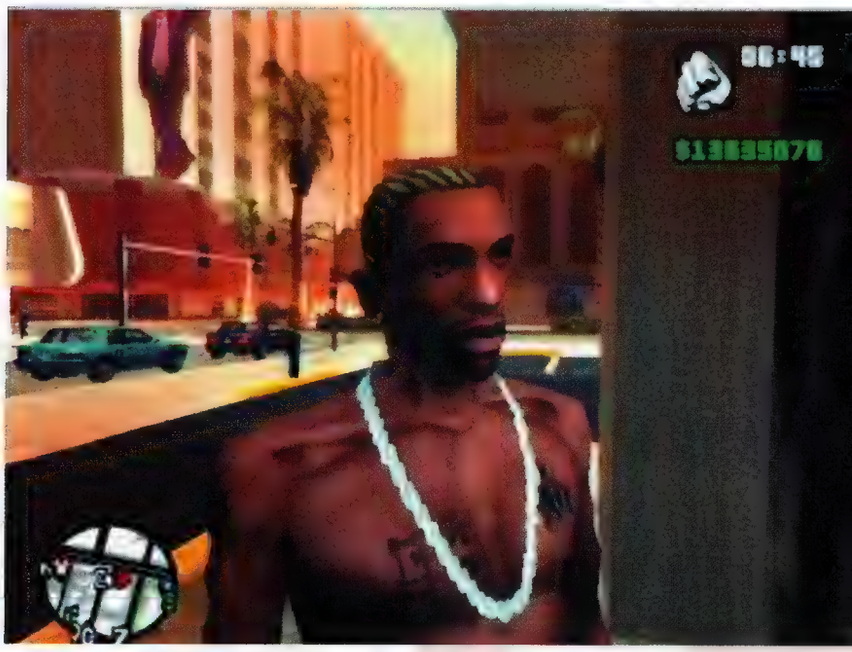
LIKE DECK SAYS, THIS AIN'T YOUR AVERAGE FLOW...

R-R-R-R-EWIND. THIS IS O.G. muddy funkstin' Loc right here, and gee-biddly, don't we have a tip-top-tiddly issue of bad mother lovin' shibbles for you tricks 'n' pushers this month. We talkin' *fashion*, baby. The baddest muzzle fuzzlin' kicks 'n' thrizzles from the slickest... um, shops... in the hizzle. And cars. We got cars, *bee-atch*! Phat pimped-to-the-max rides with platinum trims 'n' all that fiiiine shimbobble. And it don't end there, homeslice – just check the rest of 'dis issue out. Thanks fo' reading and remember – keep it rizzle. Don't do a buck fiddy on my slick gangsta ass, y'hear? I'm off to get my eagle 'on'...



HAIR

Your basic Cesar cut isn't going to cut it when you're rocking the finest threads and tats, so get your melon sorted out as soon as possible. As ever, the best cuts are also the most expensive, so make sure you have the cash going spare.



ULTIMATE RESPECT HAIRCUTS

OLD REECE'S
(Idlewood, Los Santos)
Cornrow: +30%

BARBER SHOP
(Playa Del Seville, Los Santos)
Slope: +20%

BARBER SALON
(Marina, Los Santos)
Groove Cut: +30%

GAY GORDO'S
(Redsands, Las Venturas)
Blonde Cornrow: +30%

ULTIMATE SEX APPEAL HAIRCUTS

OLD REECE'S
(Idlewood, Los Santos)
Cornrow: +30%

BARBER SHOP
(Playa Del Seville, Los Santos)
Bald Head: +20%

BARBER SALON
(Marina, Los Santos)
Detail Cut: +30%

GAY GORDO'S
(Redsands, Las Venturas)
Groove Cut: +30%

FASHION

ULTIMATE RESPECT OUTFIT

TORSO

VICTIM
Gray Jacket ..... +20%

DIDIER SACHS
Tweed Jacket ..... +25%
Yellow Jacket ..... +5%
Green Jacket ..... +25%

LEGS

BINCO
Green Jeans ..... +15%

ZIP
Beige Khakis ..... +10%
Olive Khakis ..... +10%

DIDIER SACHS
Yellow Pants ..... +10%
Tweed Pants ..... +10%
Green Pants ..... +10%

SHOES

PRO LAPS
Mid-Top Sneaker ..... +5%
Green Hi-Top ..... +5%

ZIP
Gray Boots ..... +5%
Red Boots ..... +5%

VICTIM
Snake Skin ..... +5%

DIDIER SACHS
Black Shoes ..... +5%
Spats ..... +5%

CHAINS

SUB URBAN
Silver Cuban ..... +2%
LS Chain ..... +2%

ZIP
Leaf Chain ..... +2%
Gold Chain ..... +2%

VICTIM
Silver Chain ..... +2%
Gold Chain ..... +2%

DIDIER SACHS
Cross Chain ..... +2%
Dollar Chain ..... +2%

WATCHES

SUB URBAN
Face Black ..... +2%

ZIP
Zip Blue ..... +2%
Zip Gold ..... +2%

VICTIM
Silver Gnocchi ..... +2%

DIDIER SACHS
Gold Crowex ..... +3%
Silver Crowex ..... +3%

SHADES

BINCO
Green Rag ..... +2%

PRO LAPS
Sun Glasses ..... +2%

ZIP
Black Shades ..... +2%
Brown Shades ..... +2%
(only items on sale)

VICTIM
Black Shades ..... +2%
Green Tint ..... +2%
(only items on sale)

DIDIER SACHS
Black Rim ..... +2%

HATS

BINCO
Green Rag Back ..... +3%
Green Rag Front ..... +3%

SUB URBAN
Green Skully ..... +3%

DIDIER SACHS
Light Trilby ..... +3%
Yellow Derby ..... +3%
Green Derby ..... +3%
Gray Boater ..... +3%
Black Boater ..... +3%

ULTIMATE SEX APPEAL OUTFIT

TORSO

VICTIM
Gray Jacket ..... +25%

DIDIER SACHS
Tweed Jacket ..... +25%
Red Jacket ..... +25%
Blue Jacket ..... +25%
Yellow Jacket ..... +25%
Tuxedo ..... +25%

LEGS

VICTIM
Gray Pants ..... +10%
Black Pants ..... +10%

DIDIER SACHS
Red Pants ..... +10%
Blue Pants ..... +10%
Yellow Pants ..... +10%
Tweed Pants ..... +10%
Tuxedo Pants ..... +10%

SHOES

ZIP
Gray Boots ..... +5%
Red Boots ..... +5%

VICTIM
Cowboy Boots ..... +5%
Snake Skin ..... +5%

DIDIER SACHS
Black Shoes ..... +5%
Brown Shoes ..... +5%
Spats ..... +5%

CHAINS

SUB URBAN
Silver Cuban ..... +2%

ZIP
Gold Chain ..... +2%

VICTIM
Gold Chain ..... +2%

DIDIER SACHS
Cross Chain ..... +2%
Cross Chain ..... +2%

WATCHES

DIDIER SACHS
Gold Crowex ..... +3%
Silver Crowex ..... +3%

SHADES

ZIP
Black Shades ..... +2%
Brown Shades ..... +2%

VICTIM
Black Shades ..... +2%
Green Tint ..... +2%

DIDIER SACHS
Black Shades ..... +2%
Black Rim ..... +2%

HATS

VICTIM
Red Beret ..... +3%
Black Beret ..... +3%

DIDIER SACHS
Red Derby ..... +3%

CARS

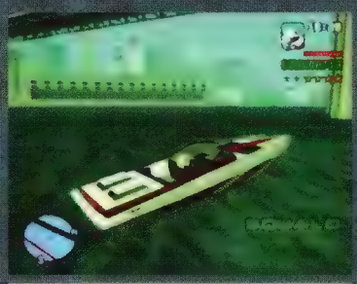
OK, so you're clad in the finest threads, covered in the sexiest tats and flaunting the slickest haircut in the city, but now what? You need a phat pimped-out ride of course. Like everything else, the type of car you drive directly affects your sex appeal.

ULTIMATE SEX APPEAL CARS

CHEETAH
Location: Rodeo, Los Santos
The Strip, Las Venturas
Old Venturas Strip, Las Venturas

BULLET
Location: The Strip, Las Venturas

FLASH
Location: Red Sands, Las Venturas

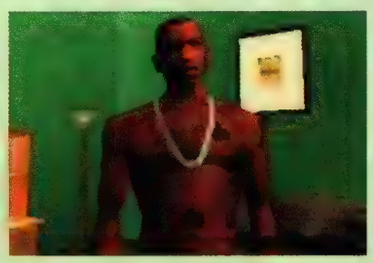


SQUALLO
Location: Easter Bay, San Fierro

URANUS
Location: Avispa Country Club, San Fierro

TATTOOS

If you want to increase your stats, you'll need expensive skin-scrawling from the state's finest ink merchants. Here are the best ones and how they affect your stats.



ULTIMATE RESPECT TATTOOS

UPPER LEFT ARM
Spider: +2%

LOWER LEFT ARM
Cross: +2%

UPPER RIGHT ARM
Web: +2%

LOWER RIGHT ARM
Mary: +2%

BACK
Card: +3%

LEFT CHEST
Homeboy: +2%

RIGHT CHEST
OG: +2%

STOMACH
Grove: +2%

LOWER BACK
Angel: +3%

ULTIMATE SEX APPEAL TATTOOS

UPPER LEFT ARM
Nation: +2%

LOWER LEFT ARM
Gun: +2%

UPPER RIGHT ARM
Africa: +2%

LOWER RIGHT ARM
Cross: +2%

BACK
Westside: +3%

LEFT CHEST
Crown: +2%

RIGHT CHEST
Los Santos: +2%

STOMACH
Dice: +2%

LOWER BACK
Masks: +3%

DIETING

There are two main ways to lose weight; dieting and performing aerobic excercies. To diet, don't eat for 48 game hours. CJ will start to lose fat at about 2.5% an hour. After a further 26 hours, his muscle will reduce at the same rate. When your fat runs out, you'll start losing health so don't fast for too long.

GAMBLING

Gambling is down to your luck rate (check your stats page). To increase it, collect all 50 horseshoes around Las Venturas. Each time you gamble, your gambling skill goes up. The higher your skill, the more money you can borrow from the mob. If you owe the casino money and try to leave, mob henchmen will then hunt you down.

TWO PLAYER MODE

As you may know, you aren't restricted to solo play in *San Andreas*. By picking up the following icons and plugging in another control pad, you can engage in mini-missions with a mate. Remember, these aren't needed for 100% completion.

RAMPAGE

ON FOOT

LOCATION
Pershing Square, Los Santos

WEAPON
Micro-SMG

VEHICLE
None

GOAL
Eliminate 15 pedestrians within three mins.

SOLUTION
Simple this. Just keep flicking between targets and you'll rack up the required amount of kills in no time at all.

BIKE

LOCATION
Montgomery, Red Country

WEAPON
Micro-SMG

VEHICLE
Motorcycle

GOAL
Destroy five bikes within three minutes.

SOLUTION
If you're bad with bikes, this can prove tiresome. Just be tenacious and keep tied to the rear end of the enemy.

CARS

LOCATION
China Town, San Fierro

WEAPON
Micro-SMG

VEHICLE
Sentinel

GOAL
Destroy five vehicles within three mins.

SOLUTION
Drive-by time. When you're beside a car, turn inwards and trap it with a wall of gunfire and the front of your car. Repeat five times.

HELICOPTER

LOCATION
Los Payasadus, Desert

WEAPON
Tec-9

VEHICLE
Police Maverick

GOAL
Destroying vehicles

SOLUTION
There's no real goal here, just destroy as many vehicles as you can in the police chopper. Swoop low and take them out.

PEDESTRIANS

LOCATION
The Camel's Toe, Las Venturas

WEAPON
Micro-SMG

VEHICLE
Buffalo

GOAL
Eliminate 15 pedestrians within three mins

SOLUTION
Use the shoulder buttons subconsciously to flick between targets and reach your intended score.

RUNAROUND

LOS SANTOS

LOCATION
Idlewood, Los Santos

WEAPONS PROVIDED
Knife, Silencer, Tec-9, M4, Shotgun

RED COUNTRY

LOCATION
Dillimore, Red Country

WEAPONS PROVIDED
Knife, Silencer, Tec-9, M4, Shotgun

SAN FIERRO

LOCATION
Kings, San Fierro

WEAPONS PROVIDED
Fire Extinguisher, Night Vision Goggles, Silencer, Tec-9, M4, Shotgun

DESERT

LOCATION
El Quebrados, Desert

WEAPONS PROVIDED
Knife, Silencer, Tec-9, M4,Shotgun

LAS VENTURAS

LOCATION
Royal Casino, Las Venturas

WEAPONS PROVIDED
Knife, Silencer, Tec-9, M4, Shotgun

GIRLFRIENDS

To get 100%, you need to seduce every girl in the game. Like real life, they'll only speak to you if you look or dress a certain way, but don't think they all like thin or muscular types – some girls only want you if you're a walking pile of blubber.

DENICE ROBINSON

Lives: Near the Grove in Los Santos. (You meet her during the 'Burning Desire' mission.)
Likes: Pizza, burgers, sleazy bars, drive-bys.
Hates: Posh diners.
Is home between... 16.00 – 06.00
Seducing her 100% unlocks... a pimp suit.
■ Denice is your first and easiest girlfriend. She's a bad sort, so she likes blasting fools and eating in dingy diners and pubs. Little effort required.

HELENA WANKSTEIN

Lives: On a roof next to the Ammu-Nation in Blueberry where she practices shooting.
Likes: Skinny guys with a bit of muscle, the Rodeo district.
Hates: Fat men in sports gear.
Is home between... 08.00 – 12.00 and 14.00 – 02.00
Seducing her 100% unlocks... an overalls outfit. Plus you get free weapons (flamethrower, 9mm, chainsaw, molotovs) outside her house while dating her.
■ Weapons nut and all-round mentalist. Helena likes livin' large in the Rodeo area of Los Santos to escape her country roots. Take her to the finest clubs.

BARBARA SCHTERNVART

Lives: In the desert at El Quebrados in the police station parking lot.
Likes: Fat men; diners.
Hates: Bad asses.
Is home between... 16.00 – 06.00
Seducing her 100% unlocks... a police outfit. And you keep your weapons if you get busted while dating her.
■ Barbara is a surly cop who has a thing for fat blokes. Don't know why, but if you want some schtern lovin' you need to take her out to eat. She hates crime too, so behave yourself.

KATIE ZHAN

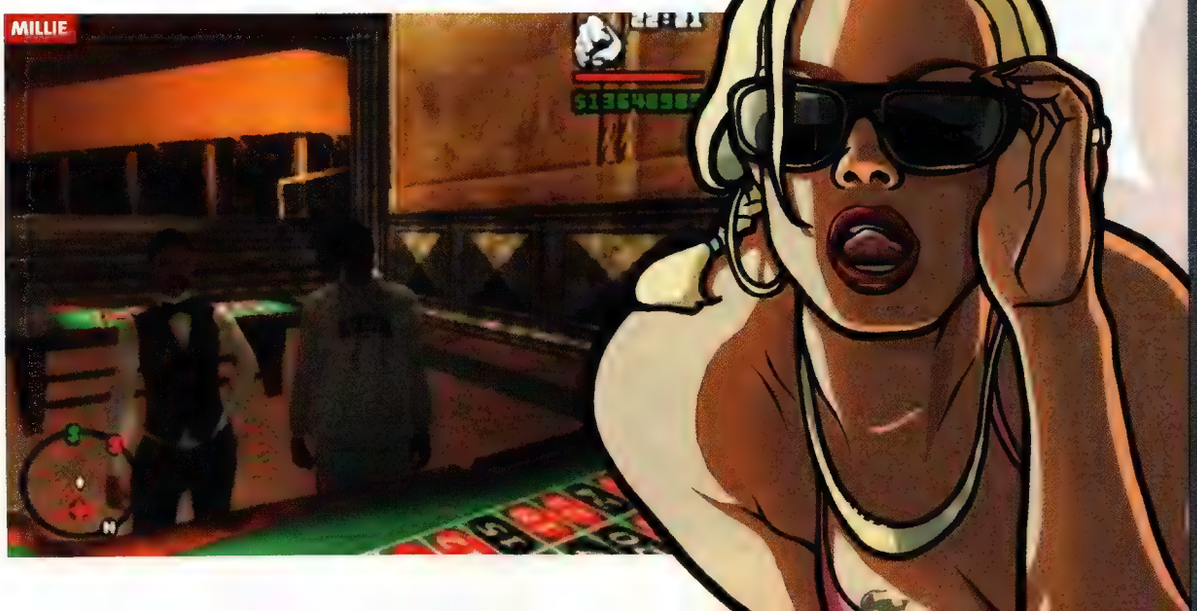
Lives: In the hillside park between the Cobra Dojo and the country club.
Likes: Big and muscly men. Diners.
Hates: Skinny runts.
Is home between... 12.00 to 00.00
Seducing her 100% unlocks... a medical outfit. Plus she'll get you out of hospital for free while you date her (and you get to keep your weapons).
■ This nurse will make sure you never have to pay a medical bill ever again. She likes martial arts, so you need to be well-trained to get in with her. To the gym!

MICHELLE CANNES

Lives: At the driving school in San Fierro.
Likes: Men with about 50% fat and high sex appeal; bars.
Hates: Extremity; poor driving.
Is home between... open all hours.
Seducing her 100% unlocks... a racing outfit. Plus you can get your car fixed for free at her garage while you date her.
■ Driving expert Michelle will date you if you're average-looking but if you drive badly (crashing, skidding, speeding) she'll start to lose interest. Keep your eyes on the road.

MILLIE PERKINS

Lives: In Prickle Pine above Las Venturas, but you meet her in a mission.
Likes: Courtesy, fine restaurants, dildos.
Hates: Crappy burger bars.
Is home between... 02.00 – 10.00 and 14.00 – 18.00
Seducing her 100% unlocks... a gimp suit.
■ By far the strangest girl you'll meet. You need to seduce her to get a key card, but to get further you need to dress as a gimp and give her special, er 'toys'.



TRIATHLON MISSIONS

Work off all that flab with these strenuous physical missions. These events are so-called because your toughest opponent is dressed in a Cluckin' Bell suit.

SANTA MARIA BEACH: "BEAT THE COCK PART 1"

REWARD: $10,000

When swimming, keep a steady beat with your strokes. Keep your eyes on the checkpoint arrows – you can't afford to veer off course even once. After the swimming, get on a bike within 25 seconds. Get to know Back O' Beyond before you start this section as it can be rather confusing and bumpy. When the bike race is over, high-tail it to the last few check points on foot and you'll receive your prize.

FISHER'S LAGOON: "BEAT THE COCK PART 2"

REWARD: $20,000

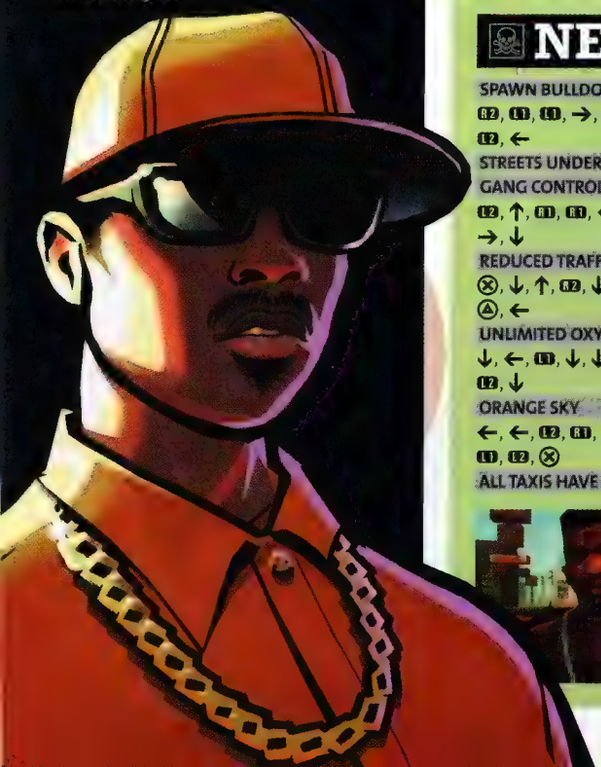
Similar to the first one, only much harder. There are nine tough swimming checkpoints to tick off. Your competition are extremely fit, so no slacking. The bike portion takes you across country through San Fierro, through the desert. This takes about 15 minutes, so keep at it. The final checkpoint is near the Four Dragons Casino, so run down the strip and keep ahead of the others to receive a large slab of cash for yourself.

BASKETBALL

There are basketball courts all around Los Santos. The easiest one is next to Sweet's house in the Grove. Press and hold the ⊗ button to shoot the ball, then release at the peak of your jump for maximum accuracy. Run with the analogue stick and get further away from the net for an even greater challenge. There's no real reward for this mini-game, but it's fun.

BEEFY BARON

When you've completed the Zero RC mission string, walk into the back of his shop and enter the red marker near the computer desk in the back corner. You control an RC Baron and the goal is to destroy as many of Berkley's Topfun vans as possible in three minutes. The red vans appear around the block of Zero's shop, so you have to hunt them down. Swoop down and fill the vans full of lead with the Baron's machine guns. You make more money for every Topfun van destroyed.



ARCADE GAMES

"GO GO SPACE MONKEY"

LOCATION

Bars, Houses, Restaurants, Clothing Stores

TIPS

Destroy as many enemies as possible while avoiding enemy fire. You begin the game with three lives. To beat this, all you need is good timing.

"DUALITY"

LOCATION

Bars, Houses, Restaurants, 24/7 Stores

TIPS

Destroy black asteroids but avoid white ones or you'll lose points. Avoid small black rocks, collect white ones and win back all your lost points.

"LET'S GET READY TO BUMBLE"

LOCATION

Bars, Houses, Restaurants, Clothing Stores

TIPS

Navigate the bee to the top of the map, collecting flowers and avoiding thorny vines. Collect ten flowers in the quickest time possible to win.

"THEY CAME FROM URANUS"

LOCATION

Bars, Houses, Restaurants, 24/7 Stores

TIPS

Use the left analogue stick to swing between enemies and use ◎ to fire at them. The enemies get thicker as time goes on. Go for as high a score as you can.

NEW CHEATS

SPAWN BULLDOZER
R2, L1, L1, →, →, ↑, ↑, ⊗, L2, ←

STREETS UNDER GANG CONTROL
L2, ↑, R1, R1, ←, R3, R1, R2, →, ↓

REDUCED TRAFFIC
⊗, ↓, ↑, R2, ↓, △, L1, △, ←

UNLIMITED OXYGEN
↓, ←, L1, ↓, ↓, R2, ↓, L2, ↓

ORANGE SKY
←, ←, L2, R1, →, □, □, L1, L2, ⊗

ALL TAXIS HAVE NITRO
↑, ⊗, △, ⊗, △, ⊗, □, R2, →

FLYING CARS
↑, ↓, L1, R1, L1, →, ←, L1, ←

RARE CARS IN TRAFFIC
↑, L1, R1, ↑, →, ↑, ⊗, L2, ⊗, L1

AIM DURING DRIVE-BYS
↑, ↑, □, L2, →, ⊗, R1, ↓, R2, ◎

COMMIT SUICIDE
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1

SPAWN VORTEX
△, △, □, ◎, ⊗, L1, L2, ↓, ↓

NEW EASTER EGGS

FREE PIMP CANE
Go behind the 'V' on the Vinewood sign to collect a pimp cane melee weapon.

REFILL NITRO
When your nitro is empty, exit and enter the car to instantly refuel.

FLY JUMBO JETS
In Last Venturas Airport, go to the hanger at the end of the main runway. The hangar doors will open when you approach, unlocking an AT-400 jet.

SLOW DOWN FALLING
If you find yourself falling to death, press □ or ⊗ rapidly to slow down a bit.

DERAIL TRAINS
Jack a train, accelerate for about four minutes and it'll fall off the rails and crash.

EASY MONEY
When CJ's house starts earning money, hang around and watch it rise.

EMPTY CITY
During the beach party O.G. Loc mission, the streets will be clear of cars.

MAKE YOUR GIRLFRIENDS FIGHT
Take one girlfriend to another one's house and they'll fight.

TSUNAMI EARTHQUAKE

Hundreds and thousands of people across a dozen countries have been affected by the major disaster and devastation caused by the earthquake in the Indian Ocean and the Tsunamis that followed.

Aid agencies are working to provide emergency relief and need your support. DEC members are ActionAid, British Red Cross, CAFOD, Care International UK, Christian Aid, Concern, Help the Aged, Merlin, Oxfam, Save the Children, Tearfund, World Vision.

Give now to the Disasters Emergency Committee.

0870 60 60 900

or online at www.dec.org.uk

Or by cheque to PO Box 999, London EC3A 3AA, payable to DEC Tsunami Earthquake Appeal

I enclose a donation of:

☐ **£15** ☐ **£40** ☐ **£100** ☐ **£** _____ **Other**

☐ I enclose a cheque, made payable to DEC Tsunami Earthquake Appeal OR

☐ Please debit my Visa/Delta/Mastercard/Switch/Solo /Visa Electron/JCB/CAF card with the amount specified

Card number

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date ☐☐/☐☐

Issue No (Switch only) ☐☐

Ref No: PPA

Title _____ Forename _____

Surname _____

Address _____

_____ Postcode _____

Gift Aid makes every £1 worth £1.28

I am a UK taxpayer and I want DEC to reclaim tax I have paid on my donation(s). I have paid an amount of income tax or capital gains tax equal to the tax reclaimed (28p for every £1) . ☐

Please tick if you do not wish to receive further communications from the Disasters Emergency Committee. ☐

All DEC appeal funds are subject to independent evaluation.
DEC Registered Charity Number 1062638

Special thanks to KONAMI

PRO DOJO

Are YOU better than *the best*? The NEW dojo is here, so send in your tapes and show the world what you're made of!

Go on – show us your skills! There are a couple of ways to the enter the Pro Dojo. Either respond to one of the challenges set by the team, try the *San Andreas* challenge area or create your own magical or impressive gaming moment to earn more points. Points win prizes, so if you're topping the leaderboard we'll shower you with prizes from our chums over at Konami. It's super easy, so there's no excuse not to enter. Just remember one thing – be *original*. This is your chance to show off. Impress us!

YOUR CHALLENGES ARE...

Unbeatable at games? Put YOUR high scores up against other PSM2 readers!

CHALLENGE #1

10 Points

BURNOUT 3

WE WANT

Your highest Crash Mode scores.

RULES

Tape your highest score on 'Cross Traffic'.

Tom Lucas is the highest scorer here, though these can be easily beaten. Go on – cause some chaos and send it to us.

THE BEST SCORES

TOM LUCAS	453,268
J.C. KEEL	271
EVAN [illegible]	245
MARCUS [illegible]	175
YOUR NAME HERE!	10,000

CHALLENGE #2

10 Points

KILLZONE

WE WANT

Win a 10 minute death match against 10 bots.

RULES

No cheats, any level, any weapon set.

Khalid, the master of pain, impressed us with his body count in a Killzone deathmatch. Can you do any better? We think you can...

THE BEST SCORES

[illegible]	[illegible] KILLS
ELWYN [illegible]	[illegible] KILLS
CLIVE BARNES	[illegible] KILLS
YOUR NAME HERE!	[illegible] KILLS
YOUR NAME HERE!	0 KILLS

CHALLENGE #3

10 Points

PRO EVO SOCCER 4

WE WANT

Most goals in the first season of Master League.

RULES

Must be on five star difficulty, any team.

You must use five stars, in ML DEFAULT Players mode – no edited players, either. Here're the PSM2 team's best efforts to kick off...

THE BEST SCORES

NATHAN IRVINE (PSM2)	49
DANIEL DAWKINS (PSM2)	45
DAVE COOK (PSM2)	36
YOUR NAME HERE!	000
YOUR NAME HERE!	000

CHALLENGE #4

10 Points

THUG 2

WE WANT

Your highest score on the Australia level.

RULES

Any skater, no stat upgrades.

Evan followed the rules and sent us a nice varied run with a killer score to match. Put his skills to shame and send in a response!

THE BEST SCORES

EVAN [illegible]	[illegible],816
JAMES [illegible]	[illegible],895
DAVID WAGNER	[illegible],550
JOHN BLONDE	[illegible],900
YOUR NAME HERE!	10,000

CHALLENGE #5

10 Points

DEF JAM: FIGHT FOR NY

WE WANT

Your quickest victory against Busta Rhymes.

RULES

No subway matches, any fighter, any arena.

Putting the boy Barter's respectable score to shame, the Foyster beat mouthy Magic to a pulp in less than a minute. Good work!

THE BEST SCORES

C[illegible]	[illegible]:43
GRANT [illegible]	[illegible]:13
YOUR NAME HERE!	[illegible],000
YOUR NAME HERE!	[illegible],000
YOUR NAME HERE!	10,000

MOMENT OF THE MONTH!

Of all the tapes we received this month, this one impressed us the most...

20 Points

CJ PHONE HOME!

By JOSEPH ARIEH

While trying to recreate this classic ET moment with the Huge Bunny Hops cheat, Joseph's game crashed, stalling CJ and his bike in front of the moon. You couldn't make it up. To sweeten the deal, a plane flew past at just the right moment to create a picture-perfect photograph. It just goes to show, *San Andreas* really is a thing of beauty.

INSANE CHALLENGE OF THE MONTH

THIS MONTH: PRO EVOLUTION 4

15 Points

The section where we get you to do fun things for kicks.

Here's a tough one for you. Fire up *Pro Evolution 4* and start a friendly between Real Madrid and West Brom. The catch is, you have to beat Real on six stars using West Brom. Oh, and you have to win by more than five goals. Doing this will earn you a massive 15 points.

LAST MONTH'S WINNER

GRAND THEFT AUTO: SAN ANDREAS

GRANT BARTER – 10 MINUTES 9 SECONDS

Grant tore through Bone County and managed to outrun the fuzz for a staggering ten minutes. Good skills.

CHALLENGE ZONE

grand theft auto San Andreas™

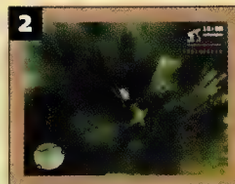
10 Points

1

THE AMAZING LAND BOAT

BY DAVID PEACOCK

[redacted]

2 

INFINITY... AND BEYOND!

BY DALE HOWARD

Using a Sanchez, a parachute and his own unique brand of madness, Dale leaped from the top of Mount Chiliad just as a lightning bolt tore through the sky. Epic stuff.

3

SECRET TATTOO SHOP

BY ARRAN CHARRELL

Enter the gym in Ganton, equip a jetpack, fly up and you should find a mysterious yellow arrow. This leads to a tattoo shop with tats you can't find anywhere else in the game!

CHALLENGE #6

10 Points

SSX 3

WE WANT

- Your fastest Peak One Jam time.

RULES

- Must use character with no stat upgrades.

Make your way down the Peak One Jam with a basic character. Can you clock it in less than six minutes? Shortcuts are the key.

THE BEST SCORES

[redacted]	
YOUR NAME HERE!	10,000

CHALLENGE #7

10 Points

SINGSTAR PARTY

WE WANT

- Your highest score for 'Gold' by Spandau Ballet.

RULES

- One or two players, highest difficulty setting.

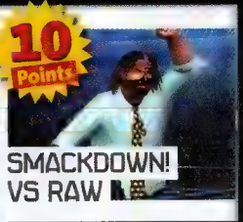
This is a hard song, but also an excellent one, so enjoy yourself and aim for more than 7000 points. It's rock solid, believe us.

THE BEST SCORES

[redacted]	
YOUR NAME HERE!	10,000

CHALLENGE #8

10 Points



SMACKDOWN! VS RAW

WE WANT

- Finish a Royal Rumble with one character.

RULES

- Hard difficulty setting, any wrestler.

Against all expectations, David beat every opponent in a Royal Rumble on the hard difficulty setting. What a performance.

THE BEST SCORES

DAVID SAVAGE	KO: ALL
J.C. KILLS	KO: 21
YOUR NAME HERE!	10,000

CHALLENGE #9

10 Points

SOUL CALIBUR 2

WE WANT

- Finish arcade mode on hard double quick.

RULES

- Any character, vary your move set.

Good time, but we'd like to see more of a spread of moves. Can't argue with him though – that was damn fast. Can you do better?

THE BEST SCORES

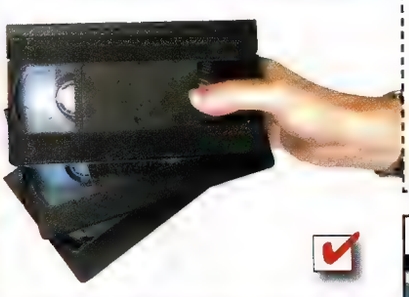
[redacted]	1.47.18
YOUR NAME HERE!	10,000

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape your gameplay.

Send us your tape, a pic and the coupon to the left. Or email your pic to psm2@futurenet.co.uk



Send as many tapes as you like – just make sure you wind them to the right place for us, eh?

FILL IN THIS FORM!

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1..... Challenge 2.....
Challenge 3..... Challenge 4.....
Challenge 5..... Challenge 6.....
Challenge 7..... Challenge 8.....
Challenge 9.....

I also include (eg. Moment/Insane Challenge of the month)
.....

Name:..... Age:.....
Address:.....
.....
.....
.....

I enclose...

☐ A photograph (with name on back) ☐ A video

ON THE DVD

We'll compile the best scores on our DVD every month so you can share the wealth – marked with this DVD symbol.

LEADER BOARD

1	EVAN HARVEY	26 points
2	GRANT BARTER	23 points
3	JOSEPH ARIEH	20 points
4	J.C. KILLS	16 points
5	TOM LUCAS	10 points
6	KHALID AL-JAFF	10 points
7	CHRISTOPHER FOY	10 points
8	DAVID SAVAGE	10 points
9	PAUL GRUNDY	10 points
10	ARRAN CHARRELL	10 points

BUBBLING UNDER...

Dale Howard	10 points
David Peacock	10 points
Elywn Roberts	8 points
Tom Swithers	5 points
Your name here?	1 points
Your name here?	1 points
Your name here?	1 points
Your name here?	1 points
Your name here?	1 points
Your name here?	1 points
Your name here?	1 points

LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

Raiden
Hateful ladyboy

5 Points

RAIDENOVICH
Easily-copied general

From Tom Swithers, London. "Man! Did anyone notice this?!" he yells. Well, yes, we did. But here it is anyway.

Back Issues

COMPLETE YOUR COLLECTION OF THE WORLD'S GREATEST PLAYSTATION 2 MAG

MISSED AN ISSUE OF YOUR FAVOURITE PS2 MAG & DVD?

Individual back issue prices indicated. Please call the number below for availability and ordering.

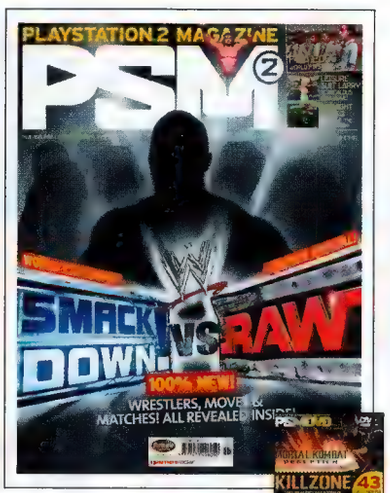
ISSUE #35 MAY SOLD OUT
ISSUE #36 JUNE SOLD OUT
ISSUE #37 JULY SOLD OUT
ISSUE #38 AUGUST SOLD OUT
ISSUE #39 SEPTEMBER SOLD OUT
ISSUE #40 OCTOBER SOLD OUT
ISSUE #41 NOVEMBER SOLD OUT
ISSUE #42 DECEMBER SOLD OUT
ISSUE #43 XMAS SOLD OUT
ISSUE #44 JANUARY SOLD OUT
ISSUE #45 FEBRUARY SOLD OUT
ISSUE #46 MARCH SOLD OUT
ISSUE #47 APRIL SOLD OUT
ISSUE #48 MAY SOLD OUT
ISSUE #49 JUNE SOLD OUT
ISSUE #50 JULY SOLD OUT
ISSUE #51 AUGUST SOLD OUT

ISSUE #52
SEPTEMBER £4.49

PREVIEWS include: Second Sight **REVIEWS include:** Silent Hill 4 and Psi-Ops **PLUS:** MGS3 on DVD!

ISSUE #53
OCTOBER £4.49

PREVIEWS include: Jak 3 **REVIEWS include:** Second Sight and Juiced **PLUS:** Star Wars: Battlefront on DVD!



ISSUE #54
NOVEMBER £4.49

PREVIEWS include: Smackdown Vs Raw **REVIEWS include:** MK: Deception **PLUS:** GTA: SA on DVD!

ISSUE #55
DECEMBER £4.49

PREVIEWS include: Call of Duty **REVIEWS include:** Killzone, NFSU2 and THUG2 **PLUS:** MGS3 on DVD!

ISSUE #56
CHRISTMAS £4.49

PREVIEWS include: Mercenaries **REVIEWS include:** GTA: San Andreas, Jak 3 **PLUS:** Call of Duty on DVD!

ISSUE #57
JANUARY £4.49

PREVIEWS include: Resi 4 **REVIEWS include:** MGS3, Ghost Recon 2 **PLUS:** Final Fantasy XII on DVD!

ISSUE #58
FEBRUARY £4.49

PREVIEWS include: Splinter Cell: Chaos Theory **REVIEWS include:** Mercenaries **PLUS:** PSP on DVD!

CALL THE PSM2 BACK ISSUES HOTLINE:

0870 444 8667

The magazine that plays PS2 longer, harder, faster than anyone else
If you missed last issue, you're missing out – snap up a copy now!

PLAYING PS2 LONGER, HARDER, FASTER!

Move with the times... get your favourite magazines online

Make huge savings off the regular shop price and choose your favourite magazine today!

myfavouritemagazines.co.uk

Next

STOP PRESS: FIRST SHOTS OF FROM RUSSIA WITH LOVE. PES GOES ONLINE. SSX4 SLIDES INTO VIEW...

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

SPLINTER CELL: CHAOS THEORY

He's better at hide 'n' seek than Osama Bin Laden – but can Sam Fisher's latest cut it? Grab the first review.

DEVIL MAY CRY 3

The silver fox returns to hand back 'ass' to his demon foes – but can he nail the problems that blighted DMC2? Find out next issue.

PSP

Fingers crossed, we'll reveal the UK retail price and release titles for Sony's hand-held marvel - *GTA* PSP anyone...?

You want more?!
There's more. Expect hands-on with *Tekken 5* and *Dragon Quest VIII*, plus reviews of *The Punisher*, *Playboy: The Mansion* and Vivendi's long-awaited *Cold Winter*

PS2 EXCLUSIVE!

resident evil®

Gnngh... must... grab code... ARGHHH!... – the world-first play of *Resi 4* on PS2.

Month
YOU'D BE A BENSON TO MISS IT
PSM #60 on sale
THURSDAY 10TH MARCH

GET VIDEO ON ALL COLOUR SCREEN MOBILE!

TEXT BLONDES TO 89311

Phones must be GPRS enabled colour screens.
£2 a week until you stop the service by texting OFF to 89311.
Network charges may apply. www.videotomobile.com or customer service 020 7352 5216

To advertise here

CALL CHRIS THOM ON:
01225 442244

PSM2
PLAYING PS2 LONGER, HARDER, FASTER

Japlay

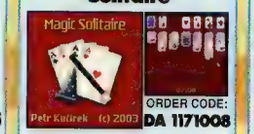
Don't go anywhere without your games!

Lethal Mission

ORDER CODE: DA 1171075

The game takes places in the Second World War. You play a role of a brave soilder, who has to complete sabotage missions in enemy territories.

Solitaire



ORDER CODE: DA 1171008

Solitaire is really magic game. It can magically capture you for many hours.

Dragon Fury

ORDER CODE: DA 1171141

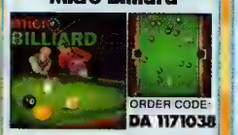
Fighting game between fantasy characters.It includes awesome special moves and cool atmospheric effects.

Mobile Force 2

ORDER CODE: DA 1171074

Unidentified spaceship detected our galaxy... Contact lost with the outsent investigation team. Your mission is to examine the situation and rescue the investigation team.

Micro Billiard



ORDER CODE: DA 1171038

A simulation of the game of Billiard. Increasing difficulty to test one's precision in calculating bounces.

Karpov 3d Chess

ORDER CODE: DA 1171036

Play Karpov 3D Chess by yourself or with your friends. Its unique 3D design allows you to view the board as if it were on a table, and the game algorithms can be challenging even for the most expert players.

Stones

ORDER CODE: DA 1171050

Another new name of the most famous game. Yes, it's Tetris!

Outbreak 3d

ORDER CODE: DA 1171058

After an unexplainable accident: genetic experiments with mutagen virus had become out of control. You were charged with a task to investige the circumstances of this incident .

ScaterBoy

ORDER CODE: DA 1171055

Guide Sk8terboy on his supersonic skateboard t Keep an eye on your health status and the time , and make sure you get through the next Checkpoint before your time is up

Xenon-Megablaster

ORDER CODE: DA 1171146

One of the most popular space shooters of 90's. Now on your mobile! Prepare to fight, collect bonus weapons and... You know what to do with the weapons.

Knokout Champs

ORDER CODE: DA 1171045

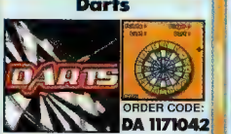
Punch him, hit him and... Yes, knock him out and became the Champion

Backgammon

ORDER CODE: DA 1171025

Played by the ancient Greeks and still played 5000 years later Backgammon is one of the worlds most popular and enduring games.

Darts



ORDER CODE: DA 1171042

The goal is to get the highest score possible. Press the Fire key to throw the dart. You have to focus and hit the board. It is not simple because of your shaking hand.

Gladiators

ORDER CODE: DA 1171077

You are gladiator in Ancient Rome. Beat all your adversaries. Many different hits and blocks and "superstrike". You can choose your character.

Outroad

ORDER CODE: DA 1171035

At the wheel of a potent sport car you have to drive hard to beat the clock and your fears, step up level after level and if you come up trumps, win the race against time.

Done in 50 seconds

ORDER CODE: DA 1171053

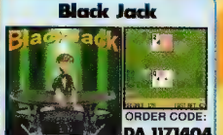
Put yourself in high gear and steal your dreamcar out of the garage by moving all other cars, vans, and trucks, within a given timeframe.

Horse Shoes

ORDER CODE: DA 1171192

Under a brilliant blue sky, the atmosphere is tense at the racetrack. Racing fans have staked out their vantage spots and wait breathlessly for the race to begin.

Black Jack



ORDER CODE: DA 1171404

The objective is to beat the dealer by having a total that exceeds the dealer total and still below 21. If the dealer total exceeds 21 and your total doesn't exceed 21 then you win.

To find hundreds new & cool mobile games visit our web site www.japlay.co.uk

HOW TO DOWNLOAD

To order from your mobile phone text the keyword DA & and the correct ORDER CODE* to 87050.
Example: To order Darts game - Text DA 1171042 to 87050.
* Attention! You must leave a space between the keyword DA and the game code. Otherwise, you may not receive your game.

Send the SMS with the message to number 87050

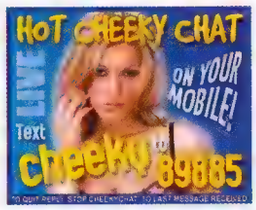
To find out which games are compatible with your phone model go to our wap site wap.japlay.co.uk/pcgamer/ or web site www.japlay.co.uk

Java games charged $6 only. Make sure you have read all instructions before ordering. Pre-pay customers, check that you have enough credit. Your mobile phone must be WAP enabled and Java capable. Short WAP connection might be required to deliver the game to you, your mobile operator may charge you for this connection. All trademarks and trade names are the properties of their respective owners. For after sales and technical support send email to support@japlay.co.uk

Asian Babes
want your call
for very private
LIVE chat
09066 423 032
PO BOX 1299 FORUM, LONDON N18 2BU.
Calls £1.00 per min. all times. Calls recorded.

QUICK CHAT
with quick girls on line waiting for a LIVE 1-2-1 with you NOW!!
QUICKIE LINE
Instant Response Guaranteed
09052 301 026
PO BOX 1299 FORUM, LONDON N18 2BU.
Calls cost £1.00 per minute at all times. All calls recorded.
FOR 1:1 MOBILE ACCESS
020 8790 9696
PO Box Senate, London N18 2BU. Calls equal to £1.00 per minute.

TEXT CHAT
ALL NETWORKS
LIVE 1-2-1 24/7 RED HOT AND THRILLING
Send HOT to 83038
or send HOT to 89121
To Unsubscribe send U CHAT
DOGGING ALERT SERVICE send HOTS to 89121



Chaos Network Helpline 08704 541 300 (national rate), 8p/8p texts charged at £1.50. To send messages standard network operator rates apply. T&Cs www.thechaosnetwork.com
Over 18 bill payers only. 0870 [redacted] calls £2.99/min (national rate). Live calls recorded. 09097 / 09096 £1.50/min. Chaos Network PO BOX 384, CB2 5LR

BUILD YOUR OWN PSP

A cut-out-and-bin guide to creating your very own PSP...

Yes, thanks to PSM2 you can have your very own PSP a whole *two months* before its release. And the best bit? It won't cost you a *penny!* Well, technically, it'll cost you the £3.99 you paid for the mag and anything between one and two quid for the scissors, but that's hardly the point. And get this! It's actually *better* than a real PSP in almost every conceivable way!

Advantages

1. Even more portable! Fold it up and stick it in your pocket! Or wedge it in your hat! THIS is the only PSP you can easily post under a door!

2. Bored with your PSP? Then turn it into a tiny hat or an elegant origami unicorn! It also burns easily when a flame is applied. Keep winter chills at bay!

3. Infinite battery life! This static picture of an image from *Ridge Racer* will last – literally – forever!

4. Completely bio-degradable! Save the planet! Absolutely none of the world's resources were used in its manufacture! Apart from the trees, of course. Er...

DISCLAIMER

This is not a real PSP. PSM2 accept no responsibility for any loss of limbs, fingers, glands or self-respect suffered as a result of cutting this ridiculous thing out. Additional PSP's can be purchased online for £500 at www.laughingatmyexpense.co.uk. Scissors excluded.

Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

PlayStation · PlayStation2 · XBOX · GAMECUBE · PC CD-ROM · NINTENDO 64 · Dreamcast · GAME BOY ADVANCE · GAME BOY COLOR

Cheats & Walkthroughs also available for all these consoles.

TOP WALKTHROUGHS PLUS OVER 20,000 CHEATS & TIPS

Age of Empires 2
Agent Under Fire
Alias
Aliens vs Predator:Extinction
Alone in the Dark 4
America's 10 Most Wanted
Angel of Darkness
Ape Escape: Pumped & Pr.
Arc the Lad:Twilight of Spirit
Army Men: Sarge's War
Athens 2004
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Battle Engine Aquila
Battlestar Galactica
Beyond Good and Evil
Black Monday (Getaway 2)
Blade 2
Bounty Hunter, Star Wars
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout 3: Takedown
Call of Duty: Finest Hour
Champions of Norrath
Clock Tower 3
Club Football 2005
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Conflict: Vietnam
Corvette
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crash Twinsanity
Crimson Tears
Crisis Zone
Dark Angel, J. Cameron's
Dark Cloud 2
Def Jam: Fight for New York
Defiance: Legacy of Kain
Desert Storm
Desert Storm 2
Deus-Ex
Devil May Cry 2
Dog's Life
Downhill Domination
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Draken: Ancient Gates
Drakengard
DRIV3R
Duel Masters
Dukes of Hazzard: Gen.Lee
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4
End Game
England Int. Football
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist. of Boomstick
Fallout:Brotherhood of Steel
FIFA 2004
FIFA Football 2005
Fight Night 2004
Final Fantasy X
Final Fantasy X-2
Fire Warrior
Firefighter FD 18
FlatOut
Formula 1 2004
Frontline, Medal of Honor
Fugitive Hunter
Futurama
G1 Jockey
Getaway
Getaway 2: Black Mond.
Ghost Hunter
Ghost Master
Ghost Recon 2
Ghost Recon: Jungle Storm
Gladiator: S. of Vengeance
Goblin Commander
Godai: Elemental Force
Godzilla: Save the Earth
Goldeneye: Rogue Agent
Gran Turismo 3
Gran Turismo 4 Pro.Edition
Gran Turismo 4*
Grand Theft Auto 3
Grand Theft Auto: San Andr.
Grand Theft Auto: V. City
Great Escape
H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
H.Potter: Quidditch W. Cup
Hack (Dot)
Haunted Mansion
Headhunter: Redemption
Hitman 2: Silent Assassin
Hitman 3: Contracts
HSX: Hypersonic Xtreme
Hulk
Incredibles
Indiana Jones: Emp.'s Tomb
Italian Job: L.A. Heist
Jak & Daxter
Jak 2: Renegade
Jak 3
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jurassic Park: Op. Genesis
Killzone
Kingdom Hearts
King's Field: Ancient City
Knight Rider
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling 2
Leisure Suit Larry: M.C.L.
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: 3rd Age
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Mace Griffin: Bounty Hunter
Madden NFL 2005
Mafia
Man.United Manager 2005
Manhunt
Matrix, Enter the
Max Payne
Max Payne 2
Medal of Honor Frontline
Medal of Honor: R. Sun
Mercenaries: P. of Destr.*
Metal Gear Solid 2
Midnight Club 2
Minority Report
Mission Impossible:O.Surma
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Mortal Kombat: Deception
MTX Mototrax
Mummy Returns
Naval Ops:Warship Gunner
NBA Ballers
Need for Speed: H.Pursuit 2
Need for Speed: Undergr.
Need for Speed: Under. 2
NFL Street 2
No One Lives Forever
Obscure
Onimusha 3: Demon Siege
Primal
Prince of Persia: S. of Time
Prince of Persia: W.Within
Pro Evolution Soccer 4
Project Zero
Project Zero 2
Rainbow Six 3
Ratchet and Clank 2
Ratchet and Clank 3
Red Dead Revolver
Red Faction
Red Faction 2
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Resident Evil: Outbreak
Return to Castle Wolfenstein
Riding Spirits
Rise to Honor
Risk: Global Domination
Roadkill
Robot Wars
Rocky
Rugby League (Super Lgue.)
Run Like Hell
San Andreas, GTA
Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F.
Scorpion King
Second Sight
Secret W. Over Normandy
SEGA Superstars
Shadow Hearts: Covenant
Shadowman 2
Shellshock Nam '67
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
Simpsons: Road Rage
Simpsons: Skateboarding
Sims
Sims in the City (The Urbz)
Smackdown! 5: H.C.T.Pain
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Sonic Heroes
Saul Reaver 2
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Fiction
Spyro: A Hero's Tail
Spyro: Enter the Dragonfly
SSX 3
Star Ocean: End of Time
Star Trek: Shattered Univ.
Star Wars: Battlefront
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Stuntman
Suffering
Summoner 2
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.
Tak and the Power of Juju
Teenage Mut.Ninja Turtles 2
Tekken 4
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Getaway 2 B. Monday
The Great Escape
The Sims: Bustin Out
The Suffering
The Thing
The Urbz
Theme Park World
This is Football 2004
Tiger Woods Golf 2004
Tiger Woods Golf 2005
Time Crisis 3
Tom Clancy's Ghost Recon 2
Tom Clancy's: P. Tomorrow
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Underground 2
Top Gun: Combat Zones
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Ty the Tasmanian Tiger
Urbz: Sims in the City
Van Helsing
Vice City, Grand Theft Auto
Vietcong: Purple Haze
Viewtiful Joe
Warhammer: Fire Warrior
Way of the Samurai 2
Wild Arms 3
Wolfenstein,Return to Castle
World Rally Champ.2 Extr.
Worms 3D
WWE Smackdown vs Raw
WWE Smackdown! 5: HCTP
X-Files: Resist or Serve
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men Legends
Yu-Gi-Oh! Duellists of Roses
Yu-Gi-Oh!: Cap.Mon.Col.

Plus Many More...

CALL NOW!

- OVER 20,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY EXPERTS
- 100s OF QUALITY GUIDES

IN THE REPUBLIC OF IRELAND

1560 500 445

(Calls from mobiles normally cost more, Callers must be aged 16 or over)

CALLS COST ONLY €1.25 PER MINUTE

Irish Customer Service: 1850 927 197

CALL THIS NUMBER TO GET CHEATS & GUIDES FROM YOUR HOME PHONE

IN THE UK

09067 592 605

CALLS COST ONLY 75p PER MINUTE

OR JOIN NOW FOR UNLIMITED ACCESS TO OVER 20,000 CHEATS, TIPS & GUIDES ON YOUR MOBILE

TEXT CHEATS103 TO 81822

START YOUR UNLIMITED ACCESS NOW FOR ONLY £3‡

Users must be aged 16 or over. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press.*Information for forthcoming releases is added as soon as it becomes available, this is usually before the release date. ‡Service Requires a WAP connection, the service will be billed at £3 per month for continued unlimited access after the first month, text STOP or STOP CHEATS to 81822 to cancel the service.To contact customer service email custserv@cheatsunlimited.com or call our **UK 24hr Customer Service: (Local Rate) 0845 0207 505.** Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, UK, PL25 5AA

MOBILE GAMES UNLIMITED

2004 REAL FOOTBALL® — ORDER CODE: MGU474 REAL
FOOTBALL MANAGER 2004 — ORDER CODE: MGU474 FBALLMAN
ASPHALT: URBAN GT — ORDER CODE: MGU474 URBANGT
MONOPOLY — ORDER CODE: MGU474 MONO
PRINCE OF PERSIA: WARRIOR WITHIN — ORDER CODE: MGU474 WARRIOR

VIJAY SINGH PRO GOLF 2005 — ORDER CODE: MGU474 SINGH
STEVE DAVIS SNOOKER — ORDER CODE: MGU474 STEVE
DRIV3R™ — ORDER CODE: MGU474 DRIVER
MIGHT & MAGIC — ORDER CODE: MGU474 MAGIC
ALIENS™ UNLEASHED — ORDER CODE: MGU474 ALIENS
SEXY POKER 2004™ — ORDER CODE: MGU474 SEXY
KAMASUTRA S.E. — ORDER CODE: MGU474 KAMA

SHARK HUNT — ORDER CODE: MGU474 SHARK
TONY HAWK'S UNDERGROUND — ORDER CODE: MGU474 TONY
MOTOGP™ ULTIMATE RACING TECHNOLOGY 2 — ORDER CODE: MGU474 MGP2
WORMS — ORDER CODE: MGU474 WORMS
PREDATOR — ORDER CODE: MGU474 PRED
JORDAN UNCOVERED — ORDER CODE: MGU474 JORDAN
PAMELA ANDERSON EXPOSED — ORDER CODE: MGU474 PAM

CRICKET WORLD CHAMPIONSHIP — Order Code: MGU474 ONEDAY
PUB DARTS — Order Code: MGU474 PD
DEL BOY'S STREET CAR CHALLENGE — Order Code: MGU474 DELBOY
TRIVIAL PURSUIT — Order Code: MGU474 TP
THE MUMMY — Order Code: MGU474 MUMMY
LOTR: THE RETURN OF THE KING — Order Code: MGU474 LOTR
UNDERCOVER BABES — Order Code: MGU474 UNDER
COLIN MCRAE RALLY 04™ — Order Code: MGU474 COLIN
CHESSMASTER™ — Order Code: MGU474 CHESS
BUFFY THE VAMPIRE SLAYER — Order Code: MGU474 BUFFY
CALL OF DUTY — Order Code: MGU474 COD
TOM CLANCY'S® SPLINTER CELL PANDORA TOMORROW — Order Code: MGU474 PAN
SOLITAIRE — Order Code: MGU474 ELKSOL
SPEEDBALL — Order Code: MGU474 SPEEDBALL
DUKE NUKEM MOBILE — Order Code: MGU474 DUKE
SWAT SNIPER — Order Code: MGU474 SWAT
HARD ROCK CASINO — Order Code: MGU474 CASINO
DIRK NOWITZKI'S SHOOTOUT — Order Code: MGU474 DIRK
BALDUR'S GATE — Order Code: MGU474 BALDUR
BLOCK BREAKER DELUXE — Order Code: MGU474 BLOCK
RAYMAN® 3 — Order Code: MGU474 RAY3
PUB FRUITY — Order Code: MGU474 FRUITY

TO ORDER FROM A LANDLINE

CALL **09061 293 366**

Calls cost £1.50p per minute, the cost of the call covers the cost of the game. Calls to this number should only be made from a landline. Callers must be aged 16 or over. When ordering from a landline, please check compatibility at www.mobilegamesunlimited.com prior to ordering.

TO ORDER FROM YOUR MOBILE PHONE

Text the correct **ORDER CODE** & **PHONE MODEL** to **81822**

Example: To order **DRIV3R** for **Nokia 6600**:
Text **MGU474 DRIVER 6600** to **81822**

This message will be charged at your standard rate. You will then receive two billing messages and a service/browser message with the link to your game

ALL GAMES COST ONLY £6 EACH

OUR GUARANTEE TO YOU

- No subscription to buy our games!
- No unsolicited sms messages
- Replacement game guarantee
- No hidden message charges
- Fast and efficient service
- 24 hour customer services helpline

WHY WAIT? - IT'S EASY TO ORDER - BE PLAYING THE BEST GAMES IN MINUTES!

Please ensure you have read all instructions carefully. Pre-pay customers, check you have enough credit before ordering. Your mobile phone must be Java capable. The delivery of games requires a short WAP connection for which your mobile operator may charge you. At peak times there may be a small delay in delivery. All logos and game titles are trademarks of their respective companies, check www.mobilegamesunlimited.com for full details of copyrights & trademarks. Put comments and questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA. To contact customer service, email: custserv@mobilegamesunlimited.com, or call (local rate) **0845 0207 500**

FOR 100s MORE GREAT GAMES VISIT:

WWW.GAMES2GET.COM

MIDWAY

Wield the Power of the Judgment Ring to Fullfill Your Destiny

A fantastical world filled with ancient magic, mystical lore, unspeakable curses and a diabolical plot

Combine split second timing and skillful combat strategy to master the Judgment Ring's powerful and stackable attacks

Fight as a Harmonizer and transform into more than 20 astonishing creatures

SHADOW HEARTS® COVENANT™

Amidst the chaos of World War I, Yuri and Karin embark on an epic journey testing their power and magic skills with the Judgment Ring to combat terrifying creatures and conquer the evil that Rasputin plans to unleash upon the world.

shadowheartscovenant.com

16+ www.pegi.info

Nautilus

ARUZE GROUP Global Entertainment

PlayStation 2

©2004 ARUZE CORP. All rights reserved. ©2004 Nautilus Inc. Distributed by Midway Games Limited under license. MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Aruze Onp. and its affiliates do not monitor, endorse or accept responsibility for any non-Aruze website. Midway Home Entertainment Inc. and its affiliates do not monitor, endorse or accept responsibility for the content of any non-Midway website. PS2 and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!